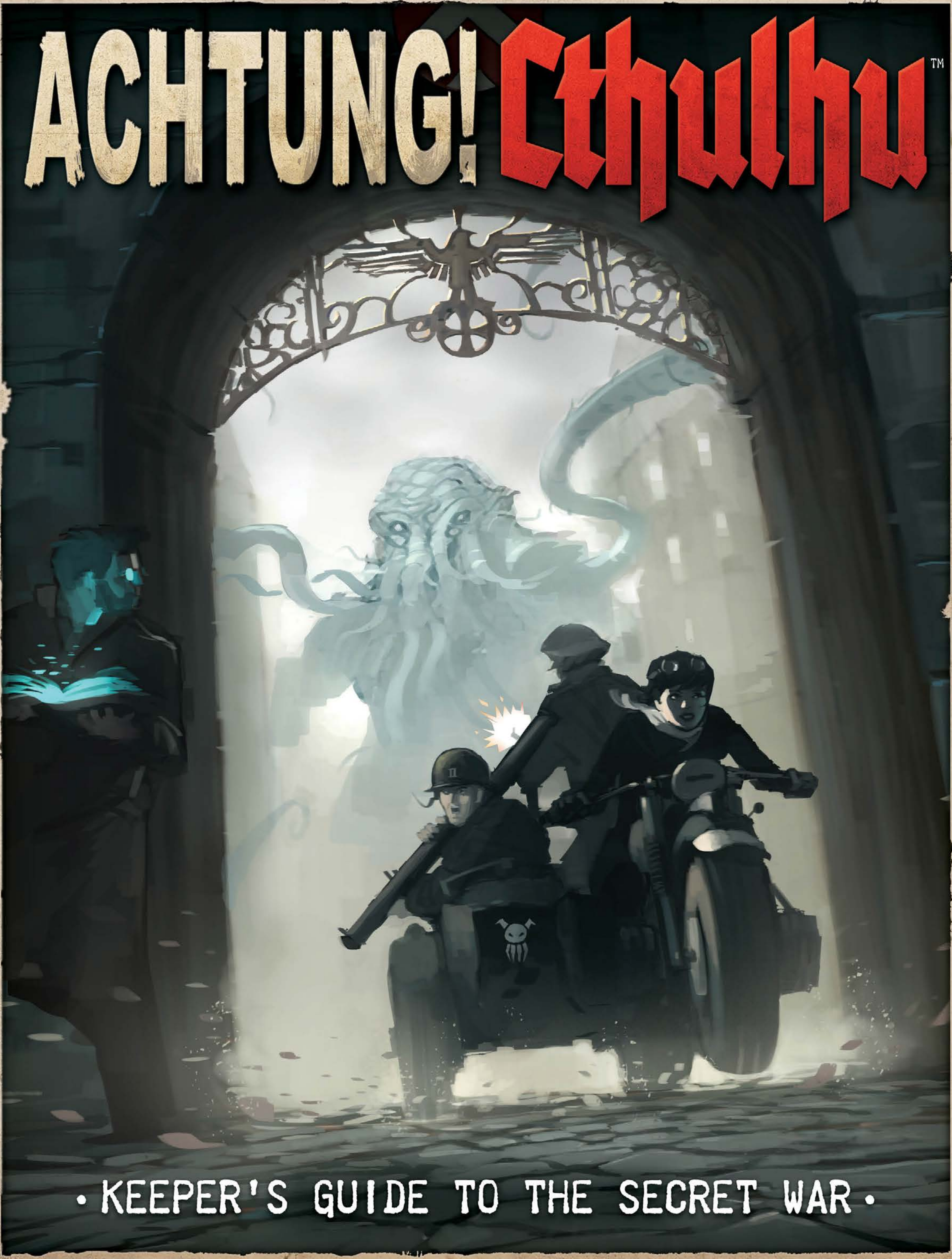
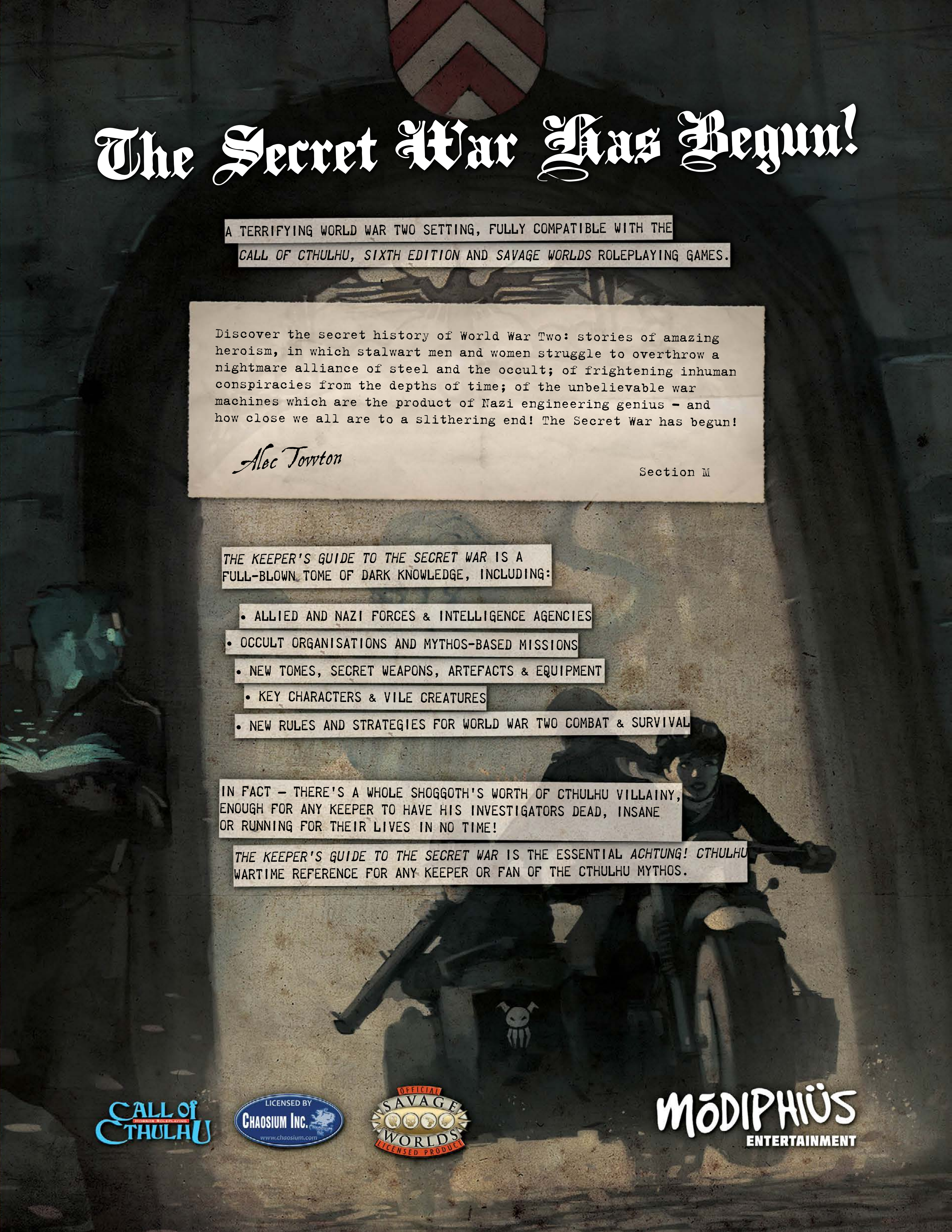
ACHTUNG! Cthulhu™



• KEEPER'S GUIDE TO THE SECRET WAR •



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Alec Towton

Section M

THE KEEPER'S GUIDE TO THE SECRET WAR IS A FULL-BLOWN TOME OF DARK KNOWLEDGE, INCLUDING:

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ACHTUNG! Cthulhu™

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Hopefully that little lot will keep them out of mischief, Sir.

– Peggy

Foreword from Chris Birch

When I was poring over issues of Sgt. Rock and dreaming up battles with my plastic soldiers as a kid, I never imagined that I'd be able to bring to life the world of H.P. Lovecraft in World War Two.

A project like this isn't just a great idea you have one day and the road to creating a game can be a long one. It often starts with sparks of imagination fed by many sources: movies, comics, books, toys, video games, and much, much more. My interest in the Second World War began with my Grandfather relating stories of his time serving in the Royal Navy, and grew through visiting war museums with my Dad. Sgt. Rock first showed me the potential of a "weird war" setting, but it was just a few years ago, whilst playing war games with friends and reading Lovecraft's "At The Mountains of Madness", that I started to think how cool it would be to add that fantastic horror element to our wartime games.

Digging deeper into World War Two "weird war" mythology, you can't help but read more and more about real people's experiences; to wonder if that young soldier in the photo made it through the very real horrors around him. I have continually stressed to our team that as we're writing about such powerful events, you can't let the fiction completely overtake what actually happened. So our goal through this wartime "fantasy" is to set our world very much within the reality of World War Two. The player characters are fighting the "Secret War" to ensure the history books are written as they were but, of course, you as a GM can decide to let world events play out differently!

Either way, our hope is to ignite a passion in you and your players for this incredible period of our collective history; about the real people who lived through events that you or I could simply not comprehend, or wish to. By helping to keep alive the interest in this period, we can honour the memory of those who lived and fought so valiantly to allow us the freedom to even contemplate producing a game like this.

I hope you, too, are inspired to create awesome stories of derring-do and fantastic adventure—joining the heroes in the skies, on the ground, or across the seas, in all walks of life, as they fight the Nazi regime, Cthulhu, and his nefarious lackeys!

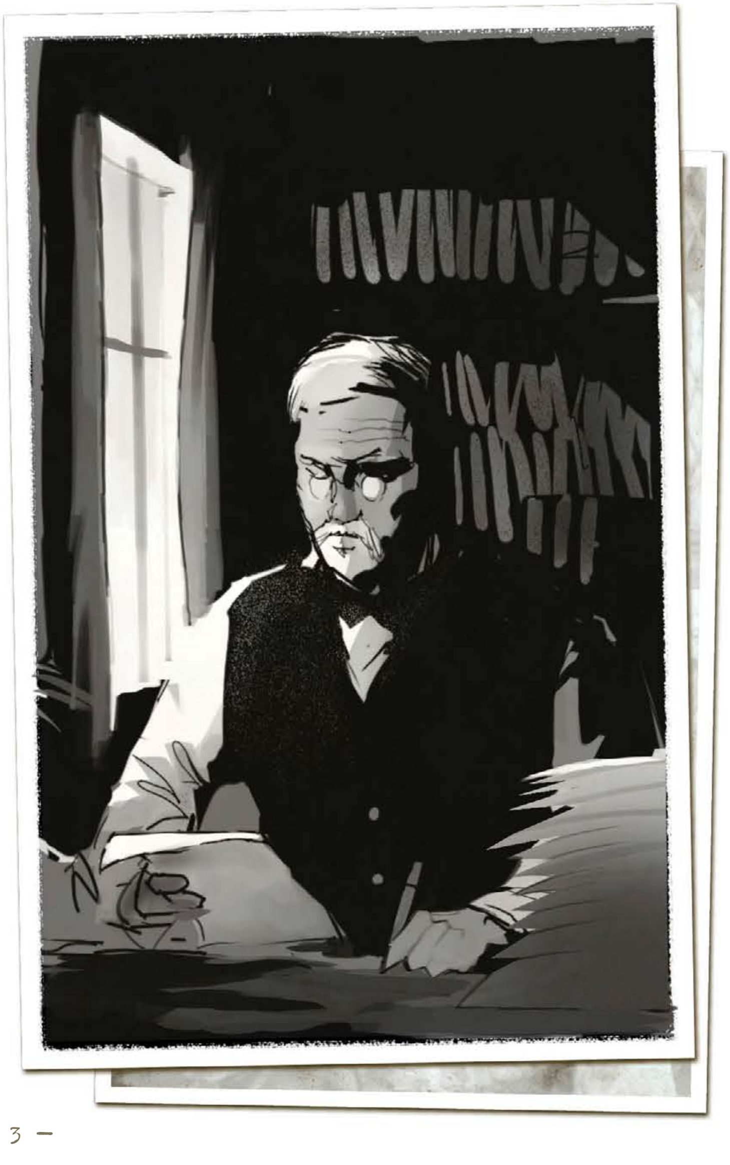
Chris

Chris Birch
Autumn 2013

CHAPTER 1

From the Shadows

"That's the difficulty of these times: ideals, dreams, and cherished hopes rise within us, only to meet the horrible truth and be shattered."
- Anne Frank



Armstrong peered around the door, searching for his supervisor through the thick tobacco smoke that permanently seemed to pervade the office. Clutching the latest report in his hand, he slipped into the room as Department Supervisor Maitland glanced up and gestured to him, a look of bemusement and resignation already sweeping over his face.

"I'm very busy, Armstrong. What is it now, man? Another of your mysterious Nazi conundrums perhaps, or have you got Hitler's shopping list this time?"

Crumpling into the overstuffed leather chair in front of Maitland's desk, Armstrong ran his hand over his face hoping to clear the fatigue from his mind, but to no avail. Already feeling defeated, he settled for dropping the papers onto the desk's clutter, blowing a wave of ash from the overfull ashtray into the steaming cup of tea that sat beside it.

"This was intercepted by the Istanbul office last night, Sir. Hut 6 deciphered it, but it doesn't make any sense. We've had good intelligence for a few months on that region, but this is first we've heard of a 'Black Sun'."

Maitland's look of boredom disappeared in an instant, and he lunged for the report, knocking the tin mug of tea from the desk and into the wastepaper bin, sending a hollow clang reverberating through the office.

"What else did it say?" he demanded, startling Armstrong with the force of his words.

"It goes on to talk about a key—well, a key and a gate to be precise. Then we couldn't translate the next bit; static in the line I suppose. Sothoth? That's not German is it, Sir?"

Rising from his chair, face ashen, Maitland dismissed the cryptographer; then, once certain the door was firmly closed, reached for the Bakelite telephone on his desk, wiping the splashes of his forgotten cup of tea from it, and onto his trousers.

"Section M, please, and tell them it's urgent!"

WHAT IS *ACHTUNG! CTHULHU?*

Achtung! Cthulhu is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos that war brings.

This book has been created to be used with Chaosium's ***Call of Cthulhu*** roleplaying game and Pinnacle Entertainment Group's ***Savage Worlds*** system. It contains a timeline pinpointing the key historical events of the war, Mythos-related or otherwise, as well as details of military and secret service structure. You will also find creatures, tomes, artefacts, and equipment to use in your campaigns, a series of aids to help you create your own stories, and a few sample scenario seeds to set you on your way.

Cth

If you are playing ***Call of Cthulhu***, look for this symbol, which highlights the rules and game stats relevant to your system. Specific new combat rules and strategies can be found in Chapter 7 (p.159).

Sav

If, on the other hand, you are playing ***Savage Worlds***, you need to look for this symbol instead. New rules covering combat and Sanity, amongst other things, can be found in Chapter 8 (p.171).

A Quick Guide to *Achtung! Cthulhu*

As an RPG of Lovecraftian investigative horror, ***Achtung! Cthulhu*** draws heavily from the creations and writings of author H.P. Lovecraft et al, as developed by Chaosium, Inc. in its seminal roleplaying game, ***Call of Cthulhu***.

In order to run ***Achtung! Cthulhu***, the Keeper should have a copy of ***Call of Cthulhu, Sixth Edition*** as a basic RPG reference to the entities of the Mythos. Both *The Keeper's Companion (Vol. 1)* and *The Malleus Monstrorum*, also published by Chaosium, Inc., provide further information, but are not essential for running this game. Dan Harms' *Cthulhu Mythos Encyclopedia*, published by Arc Dream Publishing, is also an invaluable literary resource.

If, however, you are using Pinnacle's ***Savage Worlds*** as the basis of your games, you will need a copy of ***Savage Worlds Deluxe*** or the ***Deluxe Explorer's Edition***. Both Pinnacle's *Weird Wars: Weird War Two* and Reality Blurs' *Realms of Cthulhu* are also recommended, but not essential.

THE SECRET CHRONOLOGY OF A WORLD AT WAR

Many events conspire to plunge the world into a state of war in 1939. Although traditional histories plant the seeds for the war in Europe firmly in the humiliation suffered by the German nation at the end of World War One, a variety of forces were conspiring long before that to bring about a change in the established world order.

Below is a timeline containing not only key details of what the world in general perceives during those dark years, but also information on the various other powers involved in shaping the conflict in some way. Some, based on real occurrences, have been twisted to bring them into the Secret War and provide ideas for your campaigns. Events within each year are arranged chronologically and, where possible, on a month-by-month basis, with specific dates included where appropriate.

1907

DECEMBER

25th: Lanz von Liebenfels establishes the *Ordo Novi Templi* (ONT) (see p.64).

1909

The Secret Intelligence Service (SIS), also known as Military Intelligence 6 (MI6), is established in Great Britain for intelligence gathering operations outside of the Empire. MI5, the within-Empire security service, is also established.

1918

JULY

Rudolf von Sebottendorf founds the Thule Society in Munich (see p.79).

NOVEMBER

Germany signs the armistice which ends World War One. The meeting takes place in Marshal Foch's private rail car in a clearing in the Forest of Compiègne, northern France.

1919

NOVEMBER

1st: The Government Code and Cipher School (GC&CS; waggishly referred to as the Golf, Cheese, and Chess Society) is formed by the British Government to handle signals intelligence (sigint).

JUNE

28th: The Treaty of Versailles is signed by Germany.

1920

The Thule Society mounts an expedition to Sumatra, during which strange blue crystals are discovered (p.98).

1921

The *Abwehr*, German military intelligence, is founded (see p.58). The *Sturmabteilung* (SA), or Brown Shirts, officially comes into being. The Order of the Black Sun is founded by Reinhardt Weissler, recruiting largely from the ranks of the Thule Society.

1922

Dion Fortune, also known as Violet Evans, founds the Fraternity of the Inner Light (p.61) as an offshoot of the occult order, Alpha *et* Omega (itself formed after a schism within the Hermetic Order of the Golden Dawn in the early 1900s).

OCTOBER

Benito Mussolini, also known as *Il Duce*, leads his Fascist Party in the March on Rome and thence to power in Italy.

DECEMBER

The Union of Soviet Socialist Republics (USSR) is formed.

1923

NOVEMBER

8-9th: The Munich Beer Hall Putsch—Adolf Hitler and his SA troops march on the *Bürgerbräukeller* beer hall in a failed attempt to topple the Bavarian government. With Hitler are Hermann Göring, Rudolf Hess, and Alfred Rosenberg. Sixteen members of the Nazi Party (NSDAP) are killed, their blood soaking into the Nazi flag they are carrying, leading to the creation of *Die Blutfahne* (blood flag) artefact (p.184).

1925

The Vril Society is formed to research the existence and use of the mysterious power source, vril. Hitler establishes the *Schutzstaffel* (SS) to act as a protection squad for Party leaders (see p.37).

OCTOBER

Germany agrees to the Locarno Treaties, undertaking never to invade France or Belgium again.

NOVEMBER

29th: Rudolf Gorsleben founds the Edda Society, a mystical study group. It does not become allied with the NSDAP until 1933, long after Gorsleben's death.

Reverend Montague Summers

Alphonsus Joseph-Mary Augustus Montague Summers (1880-1948). The son of a wealthy Bristol banker, Summers is a man out of time. Graduating from Oxford with a theology degree, those who know him insist he is a jolly, kindly man, although rumours of dark practices follow him wherever he goes. His theatrical dress, distinctive hairstyle, and old-fashioned language instantly mark him out. After converting to Catholicism, he becomes an expert on the occult, particularly in the fields of witchcraft, vampires, and werewolves, but as an ardent prosecutor not a practitioner.

1928

The Kellogg-Briand Pact is signed. A colony of Tibetan monks is founded in Berlin. German scientists begin to develop magnetic tape for recording purposes, although the exact technology is kept secret. The Reverend Summers publishes the first English translation of the *Malleus Maleficarum*.

1929

Josef Stalin becomes the outright leader of the Bolshevik party in the Soviet Union. Heinrich Himmler is put in charge of the SS and promptly begins to remodel it along the lines of von Liebenfels' ONT.

OCTOBER

The Wall Street Crash leads to the Great Depression.

1930

DECEMBER

A strange, poisonous fog cloud kills over sixty people in the Meuse Valley, Belgium.

1932

Hitler is described as a destroyer of the old world at the end of a cosmic era by Kurt von Emsen, the first time in literature that the Nazi leader is associated with esoteric forces.

1933

JANUARY

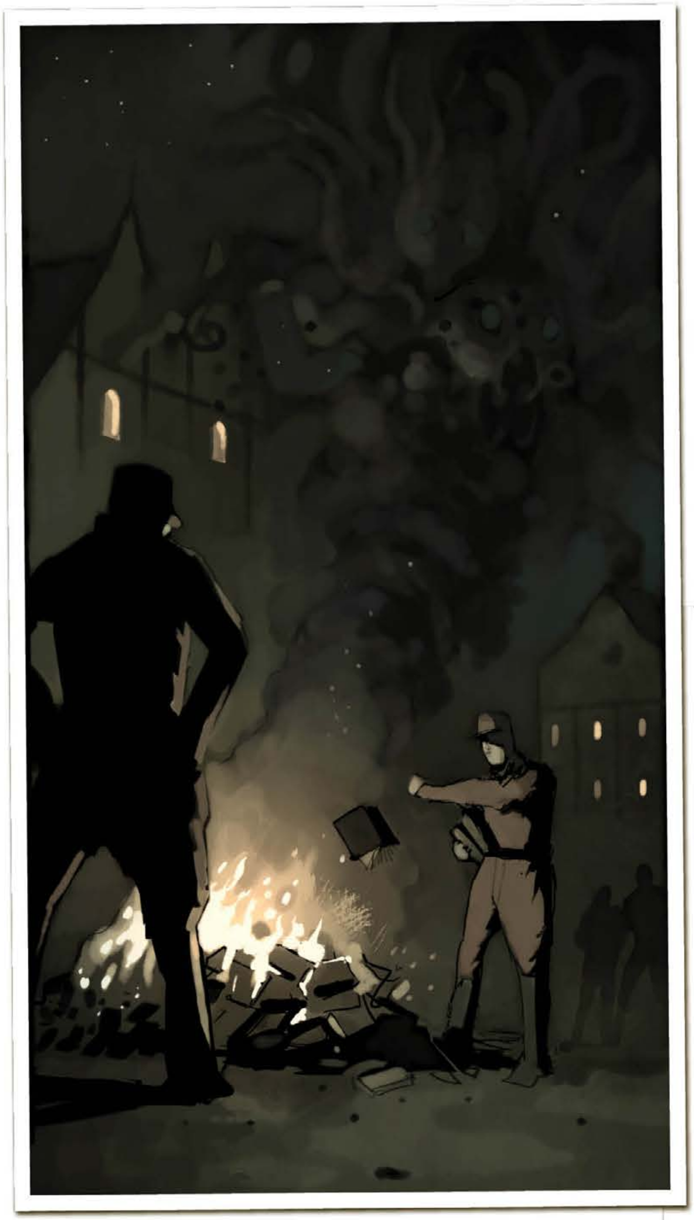
Franklin D. Roosevelt becomes President of the United States. Hitler becomes Chancellor of Germany. One month later, after Reinhardt Weissler and Himmler meet for the first time, the *Reichstag* burns down, with Communist agitators taking the blame; the exact cause of the fire is still open to conjecture (see p.80). Himmler creates the *Sicherheitsdienst* (SD), the Nazi party intelligence service. Dachau, the first of the Nazi concentration camps, opens.

APRIL

26th: The *Gestapo* (*Geheime Staatspolizei*), the German secret police, is founded by Göring.

MAY

Party supporters and students begin burning books to cleanse the country of any "un-German spirit". Although many blasphemous, twisted books are burned, far too many are rescued by the various occult societies with members in positions of influence.



1934

Amt Rosenberg (ARo) is established by Alfred Rosenberg to take care of cultural policy and surveillance within the Third *Reich* (see p.81).

JANUARY

The *Freiwilliger Arbeitsdienst* (FAD or Voluntary Labour Service) begin to rebuild Wewelsburg Castle in accordance with Himmler's (or rather, Weissler's) plans (see p.82).

JUNE

The French esoteric magazine *Le Chariot* publishes an article by René Kopp looking at the esoteric and "power behind the throne" aspects of Napoleon, Mussolini, and Hitler's reigns.

AUGUST

2nd: Hitler becomes the supreme ruler of Germany.

1935

Hitler begins to rearm Germany and reinstitutes conscription. *La Cagoule*, a violent, anti-communist, fascist-leaning group officially known as the *Comité Secret d'Action Révolutionnaire*, is founded to overthrow the French Third Republic; its members are initiated into the order by a Grand Master dressed all in red, aided by black-garbed, masked assistants.

JANUARY

Admiral Wilhelm Canaris takes control of the *Abwehr*.

FEBRUARY

Robert Watson-Watt carries out a proof of concept test of Range and Direction Finding (RDF) in a field in Northamptonshire, England. The US Navy introduces the alternative term "RADAR" in 1940.

From Death to Detection

In 1934, the British Air Ministry sets up the Committee for the Scientific Survey of Air Defence (CSSAD). One of its remits is to investigate the possibility of Germany having developed a death ray that could destroy cities and their inhabitants in the blink of an eye, particularly after the *New York Times* reveals Nikola Tesla's claims to have constructed one of his own. As well as offering a prize to anyone who can manufacture such a weapon, capable of killing a sheep at 100 yards, they also approach Watson-Watt. Whilst he confirms that the theory of a radio wave death ray is more than feasible, he is not convinced that anyone has a power source big enough to actually run one. His research does, however, lead to what he thinks of as a far more practical use of radio waves: RDF.

Photo: Unknown – Harz, Brocken Hexenexperiment 1932 – Bundesarchiv, Bild 102-13579 / CC-BY-SA.

Harry Price

Harry Price (1881-1948). Journalist, writer, amateur archaeologist, and member of the Magic Circle, Price is a well known investigator of paranormal phenomena and debunker of fraudulent mediums and spirit photographers. He establishes the National Laboratory of Psychical Research in London in 1925, moving it to the University of London in 1934 and closing it in 1939 after complaints about its research methods and findings. A member of the Ghost Club from the late-1920s, his evidence is used in the final witchcraft trial held in Britain in 1944.

MAY

Otto Rahn, Grail specialist, begins working for Himmler.

JULY

Himmler, Hermann Wirth, and Richard Darré set up the *Ahnenerbe* to "research" German prehistory (see p.81).

SEPTEMBER

15th: The state-sanctioned persecution of Jews begins in Germany with the passing of the Nuremberg Laws.

> Black Sun sends their first expedition, under the guise of the *Ahnenerbe*, to Karelia, Finland.

1936

The *Gestapo* merges with Himmler's SS. By the end of the year, all German children of Aryan descent are legally obliged to join the Hitler Youth. Black Sun sends their first expedition, under the guise of the *Ahnenerbe*, to Karelia, Finland.

MARCH

The German remilitarisation of the Rhineland begins.

AUTUMN

Black Sun's expedition to Bohuslän, Sweden, discovers what are believed to be Hyperborean runes carved into cave walls. The carvings are removed and taken to Wewelsburg Castle for further study.

NOVEMBER

Germany and Japan sign the Anti-Comintern Pact.

1937

Franz Altheim is sent by the *Ahnenerbe* to study ancient, mysterious rock carvings in the Italian Alps. New Frontiers of the Mind, a book describing the parapsychology research undertaken at Duke University, North Carolina, is published. Mina Wolff demonstrates her new weapon, *die Draugar*, for the German High Command at Peenemünde, gaining Hitler's personal patronage as a result (p.83). Her actions lead to the formation of Black Sun's rival occult organisation, *Nachtwölfe*.

SEPTEMBER

The first of the so-called "Dare stones" is discovered in Edenton, North Carolina (p.61).

NOVEMBER

La Cagoule is infiltrated and broken up by the French Police. Many of those arrested are released at the outbreak of war to fight in the army. An underground group of former members establishes *La Cagoule Rouge-Sang* (see p.63).

1938

Bletchley Park, Buckinghamshire, is acquired from a local builder by SIS; Harry Price revives the Ghost Club, London, as a dinner society for discussing supernatural encounters.

MARCH

The *Anschluss* ("Union") of Austria and Germany takes place. Section D is established by SIS to carry out sabotage and propaganda activities. The Foreign Office forms Department EH (Electra House) to disseminate propaganda (p.51).

APRIL

Ernst Schäfer, backed by the *Ahnenerbe*, travels to Tibet, allegedly on a biological survey mission, and one that leads to the discovery of the "Iron Man" statuette (see *Achtung! Cthulhu: Shadows of Atlantis* for further details).

AUGUST

Prisoners from Dachau begin to build the prison/slave labour camp at Mauthausen, Austria.

Otto Rahn

Otto Wilhelm Rahn (1904-1939). Fascinated by Germanic legends, such as Parsifal, and the Albingensian heresy, Rahn develops a theory that the Cathars were the secret guardians of the Holy Grail, and that clues to the Grail's location can be found beneath their fortress of Montségur. His book on the subject, *Kreuzzug gegen den Gral* (1933), brings him to Himmler's attention and he is taken into Karl Maria Wiligut's SS department, first as a civilian but later as a full member of the SS. He produces a second book, *Luzifers Hofgesind* (1937), after an SS-sponsored research tour across Germany, Italy, France, and Iceland. His failure to locate the Grail sees him gradually fall from favour. The reasons for his sudden resignation are shrouded in mystery.

All At Sea

The Battle of the Atlantic, a term allegedly coined by Winston Churchill, is the longest continuous campaign of the war, beginning with the naval blockade of Germany the day after war is announced. After the U-boat "happy times" of the early war, when Admiral Dönitz's wolf packs hunt at will, later improvements in sonar (ASDIC) and radar (HF/DF—"Huff Duff"), code-breaking, and air cover turn the tide, effectively ending the battle in the summer of 1943, although skirmishes continue for the rest of the war.

SEPTEMBER

The Munich Agreement: Germany successfully acquires the Sudetenland (part of Czechoslovakia) after French and British capitulation.

AUTUMN

The British War Office forms MI-R, originally known as GS(R), to carry out research into guerrilla warfare tactics and equipment.

NOVEMBER

9th: *Reichskristallnacht* takes place across Germany.

1939

Hermann Rauschning writes *Hitler Speaks*, which paints the Nazi leader as being in thrall to supernatural forces; the offending passages are strangely missing from the 1940 German edition of the book. Édouard Saby writes *Hitler et les Forces Occulte*, which instead posits Hitler as a sorcerer's apprentice, secretly supported by the Vehm (see p.65).

JANUARY

Captain Alfred Ritscher arrives in the Antarctic on a secret mission for the Third *Reich*. He discovers there a land free from snow and ice, and names it Neuschwabenland, having seeded the area with metal swastikas (p.101).

MARCH

Otto Rahn dies in unusual circumstances shortly after resigning from the SS. His death is officially declared a suicide. Prof. Richard Deadman arrives in Oxford to begin his visiting lecturer secondment at Trinity College. He meets Alec, Viscount Towton soon afterwards at a College formal dinner.

MAY

An Anglo-Saxon burial ship is discovered on Mrs. Edith Pretty's land at Sutton Hoo in Suffolk. **15th:** The Ravensbrück concentration camp for women opens in northern Germany. **22nd:** The Pact of Steel is signed between Germany and Italy.

SUMMER

The events of the *Zero Point: Three Kings* supplement take place.

AUGUST

The German-Soviet (Molotov-Ribbentrop) Pact is signed. CG&CS and SIS move into Bletchley Park, now referred to as Station X, under the guise of "Captain Ridley's Shooting Party".

SEPTEMBER

1st: Germany invades Poland (Case White). **3rd:** Britain and France declare war on Germany. The Battle of the Atlantic begins. A terrific storm hits the north of England the evening after Chamberlain makes the announcement that Britain is at war. The *Wehrmacht* begins using the old Bergen-Belsen military camp, Germany, to house prisoners of war. From April, 1943, the site also houses a concentration camp. The T4 euthanasia programme against the "incurably sick" begins in Germany.

OCTOBER

Section M (p.66) moves into the Metropole Hotel, London, and sets up office in the suite next door to Section D.

DECEMBER

MI9, the evasion and escape department, is formed to help resistance fighters and POWs (see p.50).

1940

La Chute d'Hitler is written by C. Kerneiz, claiming that Hitler is Ludendorff's golem; although this is not true, such a

Karl Ernst Krafft

Karl Ernst Krafft (1900-1945). This Swiss mathematician turned astrologer comes to Rudolf Hess' attention after he successfully predicts the Munich plot to assassinate Hitler (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.8 for further details). Cleared of any involvement in the plot, he is summoned by Goebbels to search the works of Nostradamus for useful propaganda prophecies. Officially, he falls foul of the backlash against astrologers caused by Hess' flight to Britain and is imprisoned by the SS, but many believe that his incarceration is actually the result of discovering something in the quatrains that the Party does not want to hear.

creature does exist (p.238). Viktor Schauberger begins work on an electromagnetically-powered, bell-shaped, copper flying craft in Vienna.

JANUARY

Karl Ernst Krafft begins interpreting the prophecies of Nostradamus for Himmler and Goebbels.

MARCH

British ships begin to be fitted with new "anti-magnetic apparatus", allegedly to protect them from mines. Not everyone is convinced that this is all the equipment is actually for.

APRIL

9th: Germany invades Denmark and Norway.

MAY

Winston Churchill becomes British Prime Minister. The British Security Co-ordination (BSC) covert group is set up in New York by SIS and Churchill. **10th:** the German invasion of France begins. **27th:** Operation Dynamo, the evacuation of the British Expeditionary Force (BEF) and the French Army from Dunkirk, begins. After a narrow escape from a strange encounter in Norway, Captain Eric "Badger" Harris returns to Britain to convalesce.

SUMMER

The events of *Zero Point: Heroes of the Sea* take place. The Auschwitz-Birkenau extermination camp in Poland receives its first prisoners.

JUNE

5th: the Battle of France (Case Red) begins. **9th:** Norway surrenders to Germany. **21st:** Italy invades southern France. **22nd:** France signs an armistice with Germany and, two days later, one with Italy. "Badger" Harris is recruited into the newly formed No. 11 Special Service Unit. Harris' small band is immediately seconded to joint operations with Sections D and M, based on its members' unusual prior experiences.

A Very British Affair

The aim of the BSC is to deal with intelligence and propaganda in the US. Run by Canadian businessman William Stephenson from offices in the Rockefeller Centre, it is officially known as the British Passport Control Office. Noël Coward, Roald Dahl, and Ian Fleming are amongst its employees. J. Edgar Hoover is, needless to say, not impressed by such foreign interference on his turf.

JULY

22nd: Hugh Dalton brings together Section D, MI-R, and Electra House to form the Special Operations Executive (SOE), which operates as SO1 ("words") and SO2 ("deeds"); its members refer to themselves as the Baker Street Irregulars, after Sherlock Holmes' street gang of "invisible" informants and the location of their new headquarters. The Folboat Troop is formed, named after the folding canoes they use for operations; it will later be known as the Special Boat Section (SBS). The naval Battle of Britain begins.

AUGUST

13th: The main aerial battle between the *Luftwaffe* and the RAF begins, lasting until mid-September.

British ships begin to be fitted with new "anti-magnetic apparatus", allegedly to protect them from mines.

SEPTEMBER

7th: the London (Big) Blitz begins. **27th:** the Tripartite Pact is signed by Germany, Italy, and Japan. American cryptanalysts crack Japanese military and diplomatic codes. Operation *Seelöwe*, the proposed invasion of Britain by Germany, is indefinitely postponed.

NOVEMBER

The SOE begins to send advisors into France to aid the fledgling Resistance. Roosevelt is re-elected President of the United States. The Special Fires (later known as Starfish) initiative begins in Britain, creating incendiary diversions for German bombers in rural areas to keep them away from towns and cities (see p.72).

DECEMBER

29th: incendiary bombs destroy at least eight of Christopher Wren's London churches.

A Crushing Blow

Hermann Göring's aerial campaign against Britain, to soften it up in preparation for an amphibious invasion, has two main offensives: *Kanalkampf*, consisting of raids against shipping which begin in July, and *Adlerangriff*, the destruction of the RAF, of which Eagle Day is the starting point. The Battle of Britain officially ends on 15th September after the *Luftwaffe* switches to night-time raids as it is unable to withstand the massive attrition rates associated with daytime operations, concentrating on bombing British cities and industrial targets instead: the Blitz.

Code Names

Decoded Japanese intelligence is known in the US as "Magic", as opposed to "Ultra", which refers to decoded German and Italian intelligence. In Britain, Ultra is also referred to as the "Most Secret Sources".

1941

Lewis Spence publishes *Occult Causes of the Present War*, where Hitler is now portrayed as a Satanist, and Alfred Rosenberg is the German equivalent of the anti-Christ.

JANUARY

The Twenty, or Double Cross (XX), Committee, involved in British counter- and anti-espionage operations, meets for the first time at Wormwood Scrubs prison.

> Churchill establishes the London Controlling Section (LCS) to co-ordinate... the Allies' strategic deception plans.

APRIL

The Soviet-Japanese Non-Aggression Pact is signed.

MAY

Rudolf Hess, Hitler's second in command, parachutes into a small Scottish village near Glasgow carrying an unsanctioned peace plan and is promptly arrested. Various other intriguing papers are also found on his person, and his defection prompts a wave of Black Sun-mediated cleansing of all known minor occult organisations within Germany. Louis de Wohl is sent to America by the SOE to spread disinformation. The *Pacte Synarchique* document is found describing the foundation of the *Mouvement Synarchique d'Empire*. The London Blitz is officially declared over, although bombing continues throughout the war.

JUNE

22nd: Operation Barbarossa, the German invasion of the USSR, begins.

JULY

Radio Inconnue, a "French" clandestine radio unit (alternatively known as a Research Unit, or RU), begins broadcasting about the Knights of the Sweeping Broom (*Les Chevaliers du Coup de Balai*) (see p.63). Göring instructs Reinhard Heydrich, head of the *Reich* Security Main Office (or RHSA) to devise the Final Solution. Mass deportations of so-called "undesirables" begin to the death camps.

AUGUST

SO1 separates from the SOE to become the Political Warfare Executive (PWE), operating under the guise of the Political Intelligence Department.

SEPTEMBER

Roosevelt orders all US vessels to attack German and Italian shipping which threatens the passage of the Atlantic convoys (the "shoot first" policy) after the USS *Greer* is attacked by a German U-boat. Churchill establishes the London Controlling Section (LCS) to co-ordinate first British, and then later the Allies', strategic deception plans.

DECEMBER

7th: Japanese aircraft bomb Pearl Harbor, officially bringing America into the war. The Arcadia conference begins in Washington between Roosevelt and Churchill, confirming the Allied "Europe first" strategy.

1942

The 600kW radio transmitter "Aspidistra" is installed in a two-storey underground bunker at Crowborough, England. RAF pilots flying over Germany report seeing a red ball of fire hovering in the air alongside them—this is the first of the "foo fighter" sightings.

The SS sets up Operation Bernhard at the Sachsenhausen concentration camp, Germany, to produce forged British bank notes in an attempt to destabilise the British economy; the forgery team does not attempt to counterfeit American currency until February 1945, and then only samples. The events of *Zero Point: Code of Honour* take place.

JANUARY

The Mildenhall Treasure, a Roman silver hoard from the 4th Century AD, is discovered in a field in Suffolk. **20th:** The Wannsee Conference takes place in Berlin to formalise the plans for the Final Solution. The Japanese invade Burma.

FEBRUARY

RAF Bomber Command begins a concerted bombing effort against German cities, with a view to destroying transport and industrial infrastructure, as well as other specially requested "targets".

MARCH

The "German" radio show *Astrologie und Okkultismus* is broadcast for a few weeks by Sefton Delmer's PWE operation, purportedly relaying messages from dead German soldiers to their families. **28th:** The Commando raid Operation Chariot takes place, destroying the dry dock at Saint-Nazaire.

MAY

Reinhard Heydrich is attacked in Prague by two British-trained Czech agents; he dies in early June, leading to brutal German reprisals. **30th-31st:** Cologne is targeted in the first RAF 1,000 bomber raid (Operation Millennium).

JUNE

Prof. Deadman returns to the US to help set up the Majestic (MJ) branch of the OSS. German saboteurs are landed on Long Island and in Florida, although all are rapidly captured; Majestic are brought in to handle the interrogations.

AUGUST

Churchill and Stalin meet in Moscow to discuss a second front. **19th:** Operation Jubilee, a joint Anglo-Canadian raid against Dieppe, with a view to holding the port for a short time and gathering intelligence and materiel, embarrassingly fails in all of its objectives. The use of the raid as a cover for an even more clandestine operation is swiftly denied by the British Government.

SEPTEMBER

The Battle of Stalingrad begins.

OCTOBER

British seamen retrieve the new Enigma keys from a wrecked German submarine in the Eastern Mediterranean, as well as several other unusual items that are transferred quickly and quietly to Section M.

NOVEMBER

Operation Torch, the US-led invasion of Vichy Northwest Africa, begins. When the French army surrenders, German forces occupy Vichy France in retaliation. The tide of war on the Eastern Front begins to turn against the German Army.

DECEMBER

The "Cockleshell Heroes" canoe-borne Royal Marine commando raid on Bordeaux Harbour takes place (Operation Frankton).

Dennis Wheatley

Dennis Yates Wheatley (1897-1977). After serving as a soldier in World War One, Wheatley takes over the family wine merchant business and begins to write. The business goes bust as a result of the Great Depression, but his writing career takes off with a vengeance. In 1934 he publishes the occult thriller *The Devil Rides Out*, whose plot details a struggle to avoid war with Germany. In May 1940, he is commissioned to write a series of papers on war strategies for MI5, and as a result is directly drafted into the Joint Planning Staff as a Wing Commander, RAF Voluntary Reserve, to serve on the LCS board.

Louis de Wohl

Ludwig von Wohl (1903-1961). A failed banker turned astrologer, de Wohl moves to England in 1935 to avoid the Nazi regime. He is recruited by the intelligence services as Karl Ernst Krafft's opposite number. His job is to produce bogus horoscopes for members of the German High Command which can be used for propaganda purposes and to influence their military planning. His lecture tour of America is part of this deception scheme, aimed at preparing the American public for war. The SOE suddenly loses interest in de Wohl when he returns to Britain in 1942, but he continues to work for the Political Warfare Executive on a freelance basis.

Great Balls of Fire

Observed by both the Axis and the Allies, and allegedly taking their name from Bill Holman's Smokey Stover cartoon strips, foo fighters are apparently intelligent red balls of flame that can fly in formation. European foo fighters are observed to "play" with fighter pilots and are resistant to all attempts to shoot them down, whereas the ones seen over the Pacific are frequently larger, often immobile, and can be shot out of the skies. The term itself becomes popular for any unidentified flying object by 1944, particularly amongst radar operators.

Has Parker got that contraption
from the U-boat working yet?

E.H.

Photo: Unknown — Cologne, 1945 —
Bundesarchiv, B 145 Bild-P008041 / CC-BY-SA.

1943

JANUARY

The Symbol conference takes place in Casablanca, Morocco between Churchill, Roosevelt, de Gaulle, and Soviet officials to discuss opening up the Western Front. The siege of Stalingrad ends. Hitler begins to withdraw from public life.

SPRING

The events of *The Trellborg Monstrosities* supplement take place.

MAY

Operation Vulcan ends the war in Africa. The Trident conference in Washington between Roosevelt and Churchill confirms the date for the Normandy landings. The month is declared "Black May" for German U-boats, with twenty-five percent of the U-boat fleet sunk; this is considered as the beginning of the end of the Battle of the Atlantic.

JULY

The Battle of Kursk (Operation Citadel), the largest tank battle in history, takes place on the Eastern Front. Later in the month, Mussolini is deposed and arrested.

AUGUST

17th-18th: RAF bombers attack Wernher von Braun's factories at Peenemünde (Operation Hydra), the first raid of the Crossbow campaign to destroy V1 and V2 rocket sites across Europe; rumours persist that there are other, more "unusual", targets besides the rockets. Roosevelt and Churchill meet at Quebec, Canada, to discuss Operation Pointblank (the Combined Bomber Offensive to put the *Luftwaffe* out of action) and Operation Overlord (the Normandy landings).

SEPTEMBER

Italy surrenders to the Allies, leading to a German invasion of the Italian mainland (Operation Black). Otto Skorzeny rescues Mussolini from the Hotel Campo Imperatore, Gran Sasso, in the Abruzzi Mountains (Operation Oak), and the puppet rule of the Italian Social Republic begins in Salò. **22nd:** midget submarines attack the battleship *Tirpitz* (Operation Source).

OCTOBER

Italy declares war on Germany. Project Rainbow, looking into electronic camouflage using Einstein's Unified Field Theory and "recovered materiel" (see the upcoming *Achtung! Cthulhu: Shadows of Atlantis* campaign for further details), takes place. Also known as the Philadelphia Experiment, it is a repeat of a trial carried out on the same ship, the USS *Eldridge*, in July of this year.

NOVEMBER

Roosevelt, Churchill, and Chiang Kai-shek, Chinese President and leader of the Kuomintang (KMT) Nationalist Party, meet in Cairo, Egypt, to discuss the war in China. The meeting of Churchill, Roosevelt, and Stalin in Tehran, Iran, codenamed Eureka, takes place to discuss pushing ahead with opening up the Western Front as a theatre of war.

DECEMBER

Bevin's Boys: British conscripts between the ages of eighteen and twenty-five are sent into the pits (coal mines) rather than to the frontline to make up for a chronic shortage of miners. The selection is made by a random lottery, ensuring that a very strange mix of people end up serving underground.

1944

FEBRUARY

Famed test pilot Hanna Reitsch presents plans for a German suicide bomber squadron to Hitler.

MARCH

Aleister Crowley publishes his version of the *Book of Thoth*. Fifty Allied officers are shot after making their escape from a German POW camp.

JUNE

6th: D-Day. The Normandy landings, part of Operation Overlord, begin.

AUGUST

15th: Operation Dragoon-Anvil sees Allied troops land in the south of France. **25th:** Paris is liberated. Alongside the Red Ball Express (*Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.8), a second set of trucks is seen traversing the highways and byways of Europe, its vehicles and routes marked out by white balls instead. They are part of Majestic's covert Operation Brad (see p.73 for further details).

SEPTEMBER

V2 rockets are fired on London. Operation Market Garden is launched.

DECEMBER

The Battle of the Bulge begins in the Ardennes Forest, ending January 1945. The events of the *Kontamination* scenario take place.

1945

FEBRUARY

The Magneto Conference: Churchill, Roosevelt, and Stalin meet at Yalta, Crimea, to discuss the post-war reorganisation of Europe. The liberation of Belgium is complete.

Hanna Reitsch

Hanna Reitsch (1912-1979). More interested in flying than medicine, Reitsch leaves medical school to become a glider pilot and instructor and is soon breaking records like her English contemporary, Amy Johnson. She becomes a test pilot for the *Luftwaffe* and is the first female helicopter pilot. She continues to test and develop aeroplanes during the conflict, although a bad crash lands her in hospital for five months. A poster girl for Nazi propaganda, Reitsch is awarded the Iron Cross for her services to the *Reich*. She works with Otto Skorzeny to develop the German equivalent of the Japanese kamikaze bombers, the Leonidas Squadron, who fly modified V1 bombs.

Operation Overlord

Although planning for the invasion of France begins in the Spring of 1943, it is not until 1944 that the Allies have sufficient ships and troops in place to launch the assault, much to Stalin's annoyance. Huge efforts are made through Operation Bodyguard to deceive the Germans as to exactly where the landings will take place, including drawing attention to fake targets such as Norway and the Pas-de-Calais. Normandy is chosen due to the beaches and the relative weakness of the Atlantic Wall in this area, as well as its proximity to ports that would be useful to the Allies as they move across Europe.

Pint-sized Perfection

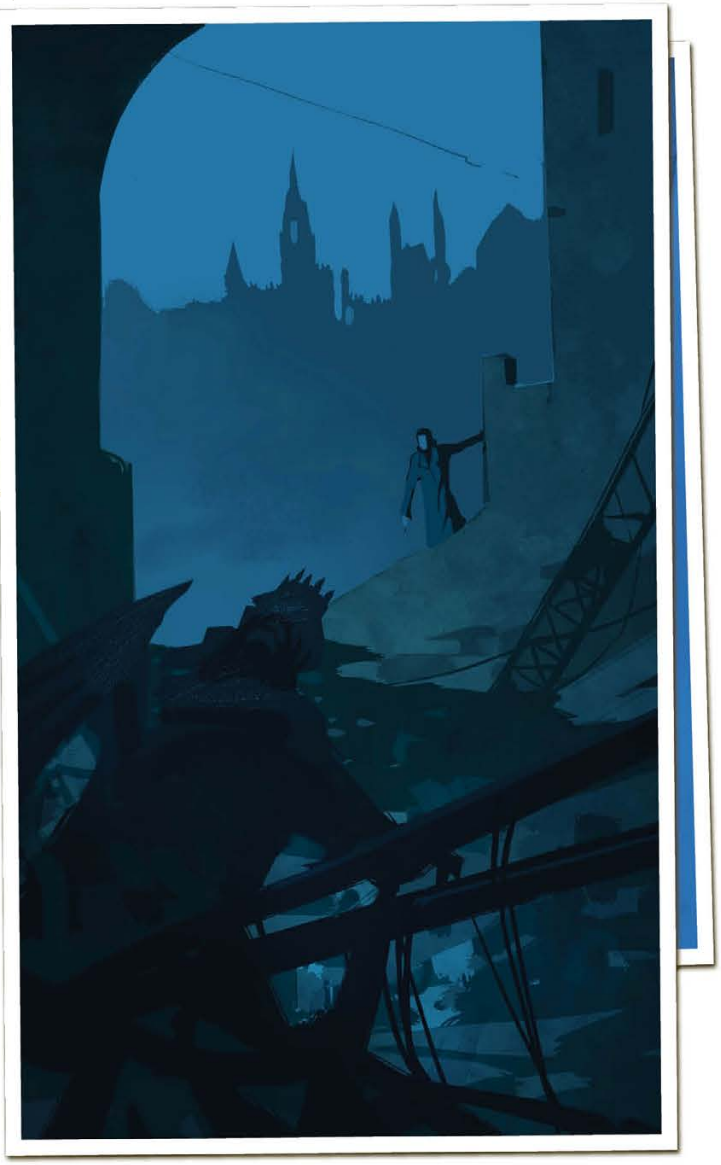
Towards the end of 1944, and desperate to prove to the world that Parisian fashion has not been dealt a fatal blow by four years of occupation, a group of the city's finest designers work feverishly on their latest masterpiece: *la Théâtre de la Mode*. Due to a shortage of fabrics, the designers create their new fashion lines for miniature mannequins, around 30" (76cm) in height, dressed to perfection and posed against specially created backdrops. Such famous names as Worth and Schiaparelli are involved, as is a young up-and-coming designer by the name of Christian Dior. The exhibition opens in March 1945, to a rapturous reception.

MARCH

A strange fashion show opens in Paris. **23rd:** Allied forces begin crossing the Rhine.

The End?

Of course, in our world, events play out beyond this point, resulting in the German surrender in May, followed by the Japanese surrender in August. But this isn't our world, and as Black Sun face up to the reality of their situation, they plan to activate their final, desperate strategy for world domination, as detailed in the upcoming *Achtung! Cthulhu: Assault on the Mountains of Madness* campaign and *Achtung! Cthulhu: Bye Bye Baby* supplement.



APRIL

The Battle of Berlin begins between the Red Army and a mixed bag of German military and civilian forces. Soviet troops capture Vienna. The Allies meet up with Soviet troops on the banks of the River Elbe. Mussolini is assassinated, then taken to Milan and hung up on a meat-hook from a petrol station roof. Food and medical parcels are dropped by RAF and USAAF on the Netherlands. **12th:** FDR dies. **30th:** Hitler commits suicide in his Berlin bunker.

There were more than just
humans fighting tooth and
nail in the ruins of Berlin.

-R.D.

CHAPTER 2

Inside the Reich

"This is no war of chieftains or of princes, of dynasties or national ambition:
it is a war of peoples and of causes."
- Winston Churchill

Achtung! Cthulhu is, first and foremost, a historical horror game, one in which the Axis and Allied powers fight out a Secret War behind the scenes of major battles and campaigns (with occasional centre-stage appearances). Whilst this Secret War will have an influence on the events and outcome of World War Two, neither the Secret War nor the Mythos can fully explain how the conflict pans out.

Furthermore, neither the Secret War nor the Mythos are the cause of, or reason for, every event or outcome of the war. In particular, the Secret War and the Mythos are not the source of the evils that are perpetrated by the Nazis, or anyone else, during World War Two.

The issue of playing German characters (other than exiles) is not discussed in the *Achtung! Cthulhu: the Investigator's Guide to the Secret War*. Because of the sensitive nature of the actual horrors committed during the conflict, it is up to individual groups to determine whether they wish to include German investigators in their games. The following section aims to provide some advice on how to portray German characters (both player characters and NPCs) and the involvement of the Mythos in an ***Achtung! Cthulhu*** campaign.

Suggested Scenario Styles

It is suggested that German-based campaigns involve espionage, Resistance activities such as sabotage, and the infiltration and dismantling of secret societies such as Black Sun, either on behalf of the Allies or those who have no love for Nazism, such as Wilhelm Canaris.

There is also a home front timeline, similar to those provided elsewhere for Britain, America, and France, to furnish you with more information on conditions within Germany both before and during the war. Whilst it refers to several events already mentioned in the main Keeper's timeline, it does not contain any references to the Secret War and is therefore suitable for players to read as well.

Neither the Secret War nor the Mythos are the cause of every event or outcome of the war.

THE SONG OF GERMANY

The Nazi Party's climb to power, which inevitably flings the German nation into war, begins over a decade before Adolf Hitler finally seizes control after a long campaign of rhetoric and violence. His credo, Nazism, is a particularly dark form of fascism imbued with vicious racism, where only the "right" sort of people are fit to serve the glory of the state.

The timeline below details the major historical events unfolding around those living within Germany's borders in the run up to the war and during the conflict itself.

1920

DECEMBER

The National Socialist German Workers Party (NSDAP, or Nazi Party) begins publication of its newspaper, *Völkischer Beobachter* (The People's Observer), a major organ for Nazi propaganda.

Sympathy for the Devil

BY KENNETH HITE

Over 18 million men served in the *Wehrmacht*, the German armed forces, during the existence of the Third *Reich*. They were not cartoon cut-outs, but human beings, acting from the whole panoply of recognizable human motives: hope, fear, patriotism, revenge, inertia, camaraderie, hatred, battle-lust, and self-sacrifice. In addition to the martial virtues of courage, fortitude, loyalty, and diligence, many individual German soldiers no doubt exhibited mercy, integrity, piety, curiosity, and other admirable behaviours.

Although Nazi propaganda painted the war as a racial struggle from its beginnings, German soldiers' letters and diaries clearly indicate that many of them—initially, perhaps, a plurality of them—deprecated or ignored such arguments, seeing instead a war to secure Germany's right to exist against encircling enemies, to gain revenge for defeat and disgrace in 1918, or to eliminate the existential threat of genocidal Soviet Communism. Indeed, 150,000 Jews (mostly of mixed descent) served at one time or another in the *Wehrmacht*, often receiving special permission to do so. Most *Wehrmacht* personnel were draftees who would doubtless rather have been at home not killing anyone. It is difficult to demonstrate, at least from the historical records available, that the average *Wehrmacht* soldier in 1939 was any more anti-Semitic than the average French, Polish, or Russian soldier he fought against.

But the *Wehrmacht* were hardly paragons. To begin with, every soldier, sailor, and airman swore a personal oath of loyalty to Adolf Hitler. The general staff was particularly

(continued on the next page...)

How Much?

After World War One, the German economy goes into decline, in large part due to the punitive reparation sums demanded by the Allies and the way the Weimar government handles paying them. In January 1923, after a missed instalment, French and Belgian forces invade the country's industrial heartland, the Ruhr Valley, leading to a general strike and further monetary problems. The value of the Mark crashes, with prices going up faster than people can spend their wages, and wheelbarrows are required to carry the gigantic quantities of cash needed for even the most basic commodities. Introduction of the Rentenmark in November 1923 helps to stabilise the free-falling economy, which is further helped by the Dawes Plan and the arrival of the *Reich*smark, both introduced in the autumn of 1924.

1921

The *Abwehr*, German military intelligence, is founded. The *Sturmabteilung* (SA), the Nazi Party's brown-shirted storm trooper unit, officially comes into being.

1923

APRIL

The NSDAP brings out a weekly tabloid newspaper called *Der Stürmer* (The Attacker).

NOVEMBER

The Munich Beer Hall Putsch: Adolf Hitler and his SA troops march on the *Bürgerbräukeller* beer hall in a failed attempt to topple the Bavarian government. Hyperinflation peaks.

1924

Whilst in Landsberg Prison as a result of his involvement in the Beer Hall Putsch, Hitler begins to write *Mein Kampf*.

1925

Hitler establishes the *Schutzstaffel* (SS) to act as a protection squad for Nazi Party leaders. The organisation is based on an earlier small SA unit.

1926

The Hitler Youth, having developed from the 1922 Nazi Party youth group *Jugendbund*, is incorporated into the SA. By the end of 1936, membership is mandatory for all boys of Aryan descent between the ages of fourteen and eighteen. The girls' version, *Bund Deutscher Mädel* (BDM, or the League of German Girls), is not founded until 1930.

1927

JULY

Der Angriff (The Attack), another Nazi propaganda paper renowned for its crudity and viciousness, is published.

1928

JUNE

The Germans make the first rocket-powered flight using an adapted sailplane (glider), the *Lippisch-Ente* (Duck).

(...continued from the previous page)

craven, of course, shrinking from the possibility of *coups d'etat* or assassination even after Hitler's actual insanity and drug-fuelled mania became obvious. The *Wehrmacht* carried out orders to kill political prisoners, burn towns, massacre POWs, slaughter hostages, and use human shields: possibly 7 million civilians were killed outright not including strategic bombing raids, and over 3 million POWs were shot or allowed to starve or freeze. With the tacit approval of the generals, *Wehrmacht* personnel committed perhaps 10 million rapes on the Eastern Front. Such activities disgrace any possible claim of *Wehrmacht* "honour" even before one takes into account that—after 1942—every heroic last stand, noble charge, or brilliant tactical manoeuvre prolonged a clearly lost and disastrous war and, worse, bought more time for the SS to exterminate the Jews and Romany of Europe.

The SS were, of course, vastly worse. The *Waffen-SS* was only the best of a very bad lot, a million soldiers who (with some exceptions, mainly in the Baltic States after 1943) explicitly volunteered to fight on behalf, not of Germany, but of Nazi ideology. Their war crimes record beggars that of the *Wehrmacht* (or the Red Army*), reaching perhaps its nadir during the 1944 Warsaw Uprising, when even the SS military police had to intervene to rein in units and commanders run amok. And this is before one even gets to the *SS-Totenkopfverbände*, who ran and guarded the concentration camps and death camps, and the *Allgemeine-SS* who kept the paperwork machines (and torture machines) going behind the lines. But even those SS men griped about their jobs, or listened to Mozart, or played with their kids. Even the SS was human.

And that's really the worst part of it all. In other games, you can use the Nazis as targets, as orcs, as notches on your gun barrel. But in ***Call of Cthulhu***, you are playing a horror game. And horror depends on real emotions, and real fears, not video game violence.

Players have it relatively easy: they're not likely to be playing Germans. If they are, they can (without too much damage to the historical record) play "good Germans" who deprecate the Nazi movement, or even resist it. The extent of the anti-Nazi "German Resistance" has been greatly exaggerated by post-war German historians (for obvious reasons), but it was real, and it encompassed people from all walks of life: Catholic priests, Communist street-fighters, right-wing military officers, and left-wing jazz fiends. The Nazis executed some 77,000 people for anti-state activities, and imprisoned at least four times that many in concentration camps for the same reason. Even if one assumes the *Gestapo* arrested four "innocents" for every genuine anti-Nazi, the total still adds up.

It is up to the Keeper to portray even the *Gestapo* as human beings. Provide evidence or moments of the Nazis' humanity during the investigation: an overheard joke, or a doodle in the corner of a memo. If the investigators machine-gun the SS guards (even for good and sufficient reason), the guards should die as humans die, not topple like ninepins or stunt men. Their bowels give out, they cry for "*Mutti*", or beg for water. Their eyes stare, their arms twitch. If such roleplaying cues aren't having an effect, restore perspective and impose a 1-point SAN loss, even on combat-hardened veterans, for visible killings like this.

Showing the Nazis' humanity is important, but not in order to be "fair" to the *Gestapo* or even the *Wehrmacht*. It is crucially important because if the Nazis aren't human, then their crimes aren't human, either. Suddenly their 20 million victims weren't murdered by humans, but instead were killed by a freak amoral accident, or died of a plague spread by orcs. The Nazis did monstrous things, but they were humans, and their monstrosity was human monstrosity.

This becomes still trickier when the Nazis meet the Cthulhu Mythos. At all costs, do not paint the Holocaust, or the Oradour-sur-Glane massacre, or even the "high altitude experiments" in Dachau, as caused by the Mythos. Nyarlathotep did not dictate the Wannsee Conference memoranda on the Final Solution; Mengele was not channelling Y'golonac in his surgeries. Playing it that way lets the Nazis off the hook: they were only following orders from Cthulhu's nightmares! Rather, point your causality in the other direction: humans who build industrial-scale gas chambers, massacre towns down to the children and house pets, and torture women in low-pressure capsules are the kinds of humans who find the Mythos. The *Necronomicon* doesn't make Himmler evil and crazy: Himmler is so evil and crazy already that he wants to weaponize the *Necronomicon*.

As Lovecraft put it, first mankind "become[s] as the Great Old Ones," then the Old Ones "teach them new ways to shout and kill."

One interesting way to meet both requirements is to introduce NPC Nazis who, like the investigators, fear and hate the Cthulhu Mythos, even (or especially) if the entity in question was summoned by their own *Sturmbannführer*. Do the players accept help from the *Luftwaffe*? From the *Waffen-SS*? From *Einsatzgruppen* troopers, fresh from shooting Jewish civilians in the head all day? The Keeper can twist the knife by flavouring the alliances on offer. Does *Oberführer* von Kemmel's plan to contain the Deep Ones—bombard the coastal village and massacre the survivors—seem eerily sensible? Tempting (or pressuring) the players to make common cause with the worst of humanity paints the real horror of the Mythos in stark relief—at the core of the universe is something so appalling, so incomprehensible, so alien, that it can't tell you apart from Adolf Hitler.

After all, you're both human.

**Yes, Stalin killed just as many people as Hitler, many in a similarly horrific fashion. Prisoners in Auschwitz and Vorkuta had roughly the same life expectancy. Resist the temptation to dehumanize the NKVD as well, despite its seemingly inhuman cruelty.*

OCTOBER

A coalition of conservative parties, including the NSDAP, lobby for the introduction of a Liberty Law, renouncing the war guilt, and reparation payments demanded by the Treaty of Versailles. The movement is defeated in December after a referendum shows little public support.

1929

Heinrich Himmler is put in charge of the SS.

1931

The collapse of the *Darmstädter-Nationalbank* of Berlin triggers the beginning of another financial crisis, leading to soaring unemployment and national unrest.

1933

President von Hindenburg passes the Enabling Act to suppress Communist activity. It also removes freedom of the press, the right of assembly for all, and the guarantee of personal liberty and right of appeal, as well as instituting the death penalty for a wide variety of crimes. The *Ahnenpass*, a certificate of ancestry, is developed by the German government in order to track citizens' racial purity. Initially it is only required for Party members, the SS, and SA, but from August 1940 it becomes compulsory for all. Foreign newspapers and periodicals are banned. The *Reichsluftsschutzbund* (RLB), is founded to carry out air raid precautions training.

JANUARY

Hitler is asked by von Hindenburg to become Chancellor of Germany. Himmler creates the *Sicherheitsdienst* (SD), the Nazi party intelligence service.

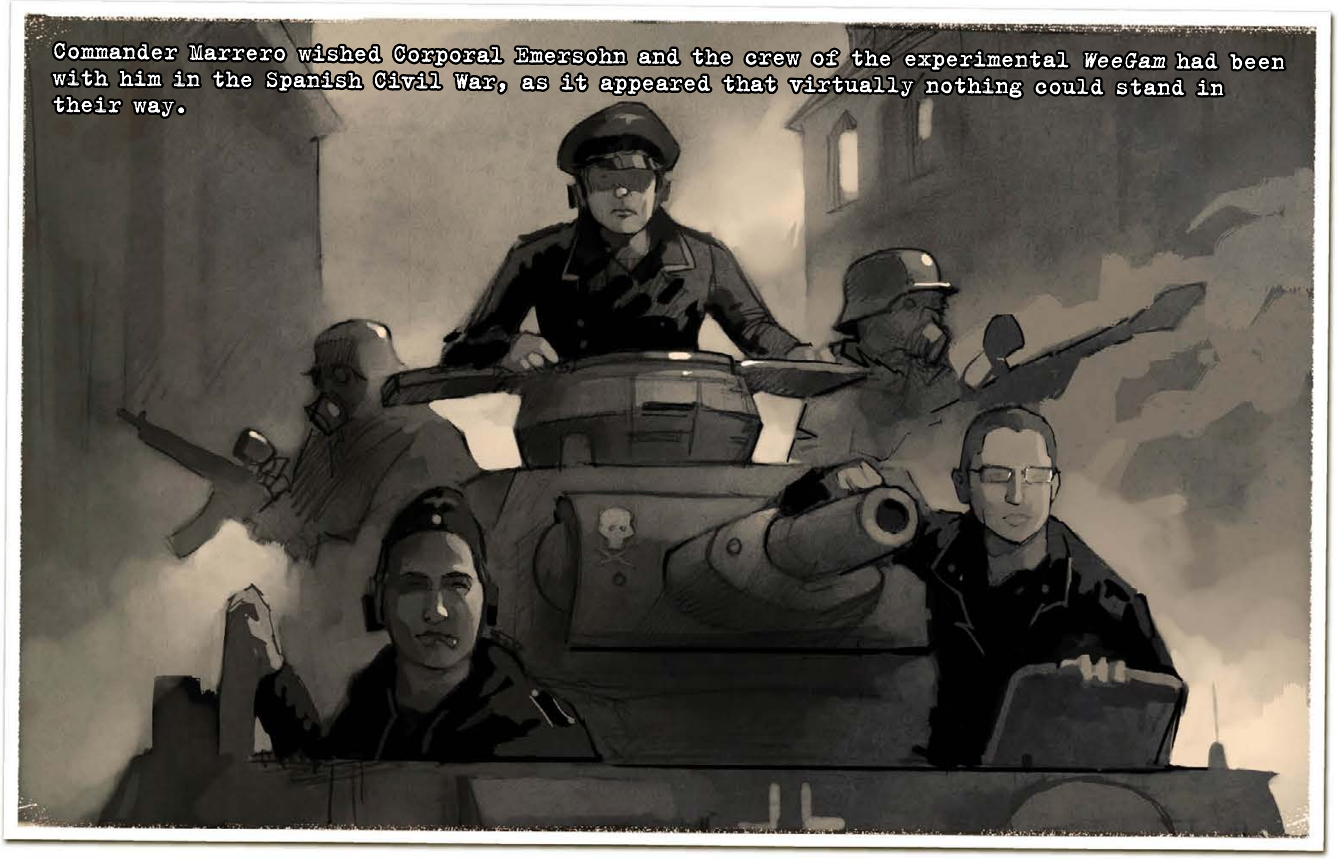
APRIL

The *Gestapo* (*Geheime Staatspolizei*), the German secret police, is founded by Hermann Göring.

The Ahnenpass, a certificate of ancestry, is developed by the German government in order to track citizens' racial purity.

MAY

Nazi supporters and students begin burning books to cleanse the country of any "un-German spirit". Trade unions are outlawed, and many of their leaders sent to concentration camps. The unions are replaced by the *Deutsche Arbeitsfront* (DAF). Membership is compulsory for all racially- and politically-sanctioned workers.


Commander Marrero wished Corporal Emersohn and the crew of the experimental *WeeGam* had been with him in the Spanish Civil War, as it appeared that virtually nothing could stand in their way.

JULY

The NSDAP becomes the only legally permitted political party.

1934

JUNE

The Night of the Long Knives (30th June-2nd July): during a four-day series of executions and arrests, Hitler removes his political enemies, particularly those in the SA, whose power within the Nazi Party now falls into terminal decline.

JULY

The *Reichsarbeitsdienst* (RAD), or German National Work Service, is formed from previously existing labour services, such as the *Freiwilliger Arbeitsdienst* (FAD, or Voluntary Labour Service). From June 1935, it becomes compulsory for all eligible young men to undertake a compulsory six-month RAD tour of duty before their two-year compulsory military service. A young women's version is established in August 1936.

AUGUST

With the death of von Hindenburg, Hitler combines the offices of President and Chancellor and takes absolute control of Germany, making all politicians and members of the army swear a personal oath of loyalty to him as their *Führer* (Leader).

SEPTEMBER

Leni Riefenstahl films the propaganda documentary *Triumph of the Will* at the Nazi Party Congress in Nuremberg.

1935

Hitler begins to rearm Germany and reinstitutes conscription. The *Gestapo* begins tapping the phones of undesirable citizens.

JANUARY

Admiral Wilhelm Canaris takes control of the *Abwehr*.

MARCH

The SS begins publication of its own official, more intellectual newspaper, *Das Schwarze Korps*. General Beck, Chief of General Staff, presents the *Lebensraum* (living space) report, urging remilitarisation at the earliest opportunity.

JULY

Heinrich Himmler, Hermann Wirth, and Richard Darré set up the *Ahnenerbe* to "research" German prehistory.

SEPTEMBER

The state-sanctioned persecution of Jews begins in Germany with the passing of the Nuremberg Laws.

1936

The *Gestapo* effectively merges with Himmler's SS.

AUGUST

The Summer Olympic Games are held in Berlin, where black American athlete Jesse Owens wins four gold medals. The games nearly do not happen when a major boycott is proposed after Hitler initially bans black and Jewish competitors from taking part. There are no Olympic Games during the course of the war.

OCTOBER

Göring is put in charge of managing Hitler's Four Year Plan, giving him total control over Germany's economy.

NOVEMBER

Germany and Japan sign the Anti-Comintern Pact.

1937

The *Luftschutzwarndienst* (LSW) is formed to track enemy aircraft movements.

Leni Riefenstahl

Helene Bertha Amalie Riefenstahl (1902-2003). Starting her career in show business as an interpretative dancer, Riefenstahl becomes fascinated by "mountain films" whilst recuperating from an injury. Once recovered, she becomes a silent movie star and an accomplished mountaineer. Studying film technique as she works, she later becomes a director and sets up her own production company. An ardent admirer of Hitler, Riefenstahl is best known outside Germany for her documentaries, including those on the Nuremberg rallies (such as *Triumph des Willens*) and the 1936 Olympic Games.

The Best Laid Plans

Since 1933 there has been a long-term economic plan in place to begin war preparations. The Four Year Plan of 1936 expands on its predecessor and aims to make the German nation self-sufficient in four years. Its goals include the eradication of unemployment, multiple large public and civic works projects, and the development of both the military and the road infrastructure. Its time frame is extended at the outset of war and it achieves many of its stated aims as the conflict progresses.

1938

Women become eligible for civil conscription, but are rarely called upon if not already in work. *Organisation Todt* (OT) begins building the *Westwall*, known to the Allies as the Siegfried Line, opposite the Maginot Line.

JUNE

All non-exempt, fit, and healthy men and women are ordered to take up an allocated job post for a fixed time period. Once the service is complete, they are permitted to return to their previous employment.

NOVEMBER

9th: *Reichskristallnacht*, the Night of Broken Glass, takes place across all German-held territories.

1939

AUGUST

The flight of the first jet-powered aircraft, the Heinkel He178, takes place at Rostock, Germany. "Undermining the war effort" becomes a capital crime.

SEPTEMBER

Small-scale food rationing is introduced. Listening to the BBC and other foreign radio stations is outlawed.

DECEMBER

The War Economy Decree is instituted, cutting wages, removing bonuses for overtime, night, and weekend work, abolishing holiday rights, and introducing a war tax on workers' salaries. Most of the measures are relaxed or removed by January 1940 due to mass passive resistance by the German workforce. Foreign-published newspapers and journals written in German are banned.

The Oldest Profession

With the outbreak of war in the various belligerent nations, there is a boom in prostitution. Some see the sex trade as a way to make good money through the running of brothels and associated bars and clubs. The military takes a fairly relaxed view of such institutions, encouraging safety rather than abstinence on the part of their soldiers. Some women see it as a direct way to get hold of otherwise practically unavailable items from relatively well-supplied soldiers. However in many nations, as food and fuel shortages begin to really bite, a huge number of desperate women are forced to sell the only possession they have, i.e. themselves, in order to obtain the basic materials they and their families need to ward off starvation and prevent themselves from freezing to death.

1940

MAY

Josef Goebbels establishes a much more high-brow newspaper, aimed at intellectuals and foreigners, called *Das Reich.*

AUGUST

The RAF begins bombing Berlin.

1941

JANUARY

Franz von Werra, *Luftwaffe* ace, having been moved from Britain to a Canadian POW camp after repeated escape attempts, manages to flee to America and eventually back to Germany, becoming the only German POW to officially successfully escape from captivity.

SEPTEMBER

Jews are ordered to wear yellow stars in German-held territories.

OCTOBER

The Iron Savings Scheme, a tax-exempt savings deduction from weekly wages to help the war effort, is introduced. Although technically voluntary, those refusing to comply are "seen by their local Party representative"...

DECEMBER

Goebbels appeals for the public to donate warm winter clothing for troops on the Eastern Front.

1942

The V2 rocket is developed by Wernher von Braun at Peenemünde, at a site specifically chosen by his mother. Hitler appoints Albert Speer, the man behind the spectacle of the 1934 Nuremberg rally, as head of war mobilisation. The German people's trust in their own press is severely weakened due to their failure to truthfully report German losses.

Breaking Glass

Officially declared as a public reaction to the assassination of a German official in Paris by a Polish Jewish exile, the destruction and theft of Jewish property and the internment of male Jewish citizens is, in reality, a carefully state-orchestrated act of extreme violence and repression carried out by the SA and Hitler Youth, mostly dressed in civilian clothing to reinforce the lie. To add insult to injury, the Jewish communities are blamed for the attacks and subsequently fined.

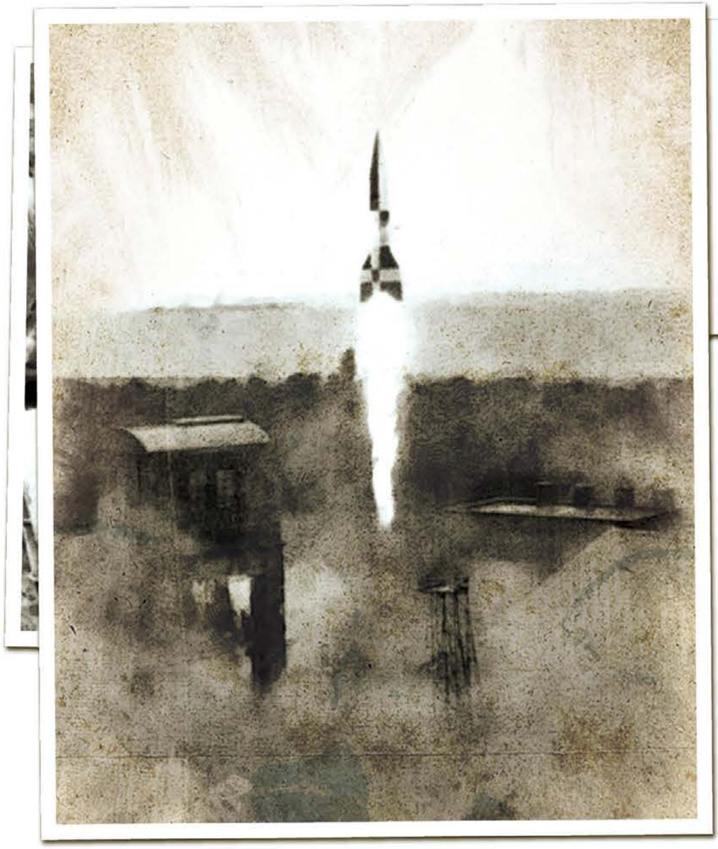


Photo: Unknown — Peenemünde rocket launch, 1942 — Bundesarchiv, RH8II Bild-B0791-42 BSM / CC-BY-SA.

SPRING

Goebbels announces severe penalties for black marketeers and hoarders. A food crisis leads to a cut in rations and much bitterness from workers. All schoolchildren over the age of ten have to undertake agricultural labour rather than attend classes, in a scheme lasting until November 1942.

1943

JANUARY

Hitler's failure to speak to the German nation on the tenth anniversary of the Nazis taking power heralds his increasing withdrawal from public appearances. All German women aged seventeen to forty-five are required to register with their local Labour Office if not exempt from doing so, as must men aged sixteen to sixty-five.

FEBRUARY

Hitler orders the closure of 100,000 restaurants and clubs to force the German populace into contributing more to the war effort. A highly unpopular move amongst the NSDAP's core supporters, the order is rescinded in September 1943. Goebbels gives his "Total War" speech in front of a carefully selected audience at the Berlin *Sportpalast*.

JULY

The Hamburg firestorm (Operation Gomorrah) takes place, when "Window" (anti-radar chaff) is used for the first time. Fifty-six percent of all family dwellings in the city are destroyed in the space of one week. A new greeting is coined: "*Bleib übrig*!" which roughly translates as "Stay alive!". It is often shortened simply to "BU!".

> "They [the Party] told us we would be safe from the bombing because the Allies would need our harbour for their invasion plans. They were wrong. Part of me feels that this is a punishment for the crimes of our leadership and our soldiers abroad. God help us all."
>
> —*Matthias, Hamburg, July 1943.*

DECEMBER

The military conscription of the German Youth Movements begins.

1944

Germany is forced to institute severe controls on food, prices, and wages. Later in the year, Himmler begins to organise a secret commando force to harry invading Allied troops, codenamed *Werwolf*, and staffed by members of the SS and Hitler Youth.

JANUARY

German schoolchildren are now eligible for war work.

JUNE

Canaris is dismissed as head of the *Abwehr*.

MAY

Martin Bormann issues a decree stating that no German citizen will be punished for assaulting or killing downed enemy aircrew.

SEPTEMBER

The *Volkssturm*, the German equivalent of the Home Guard, is formed. By November, any eligible German who has not registered is subject to court martial.

1945

FEBRUARY

The Dresden firestorm takes place.

MARCH

Goebbels delivers his "Werewolf" speech, urging every German citizen to fight to the death against the invading forces.

APRIL

The Battle of Berlin begins between the Red Army, and a mixed bag of German military and civilian forces.

CHAPTER 3

Might Makes Right?

"Man is a military animal, glories in gunpowder and loves parade."
- Philip James Bailey

As ***Achtung! Cthulhu*** is set during a time of mass conflict, it is important to have at least some understanding of military structure and procedure, particularly if you are intending to run a military-based campaign. This chapter looks at organisation within the armed forces, as well as providing a host of ready-made NPCs for you to use in your scenarios.

If you have decided to permit German military player characters in your game, the NPCs on pp.32-38 can also be used as occupation templates for investigators, which can be fully fleshed out using the rules in the *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

MILITARY STRUCTURE

Developed over centuries of warfare, all the major factions of World War Two use a broadly similar framework for the organisation for their forces, though with often confusing differences—the British, for example, refer to a squad as a section, while in other armies a section is two squads. In ***Achtung! Cthulhu***, the following generic structure is employed to allow the Keeper to focus on gameplay and not get lost amidst organisational charts, rules, and exceptions, though please feel free to research these differences further should you wish to include a greater degree of realism in your own campaign. A simplified comparative German rank structure is provided in Table 1, along with additional uniform information in Table 2.

The structure assumes units are at their full strength (as they march on paper, as the saying goes) and does not take into account casualties, men on leave, illness, and other factors which will reduce their overall strength. It is also important to bear in mind that once a unit enters combat, it suffers attrition both through enemy action and accident, not to mention the malingerers common to every army, thus altering the overall composition. Additionally, as the situation on the battlefield often remains fluid, units can be repurposed or reorganised into mixed formations temporarily, based on the needs of the moment.

SQUAD/SECTION (GERMAN: GRUPPE)

Number of men: 10-13.

The basic unit for all armies, consisting of ten infantrymen, and commanded by a non-commissioned officer (NCO). The squad is armed with rifles or submachine guns (SMGs), depending on the unit's role, with a single light machine gun (LMG) provided for support. In the case of armour and artillery, a squad equates to a single vehicle or weapon and its associated personnel. If the troops are mechanised, their vehicle and its crew are also added to the squad.

As stated above, the British refer to a squad as a section, while for US and German forces a section consists of two squads commanded by a senior NCO.

In the Air Force, a single aircraft stands as the equivalent to a squad.

PLATOON (GERMAN: ZUG)

Number of men: 35-40.

A standard platoon consists of three to five squads accompanied by any relevant transport units, plus a command and support squad, usually formed from a junior commanding officer (typically a Lieutenant), plus the platoon's support weapon. Early in the war, the support weapon is likely to be a mortar or anti-tank rifle, being replaced later by additional LMGs or anti-tank rockets, such as *Panzerfäuste* or Bazookas. Platoons frequently have a medic assigned to the command squad. If artillery support is available to a

Photo: National Archives and Records Administation – German Troops parade through Warsaw 1939 – NWDNS-200-SFF-52 – Public Domain image.

platoon, forward observers are often assigned to join the unit and provide information about the target for the artillery.

An armoured platoon consists of three to five tanks, depending on the size and role of the vehicles in question, while artillery platoons are formed from between two to four guns, plus transport and crew.

The Air Force equivalent of a platoon is a flight (*Rotte* to the *Luftwaffe*), which consists of either two fighter aircraft or three bombers.

COMPANY (GERMAN: KOMPANIE*)*

Number of men: 150-200.

A company is composed of three to five platoons plus vehicles, as well as command and support personnel. Usually led by a Captain, the command squad includes heavier support weapons, such as heavy mortars or medium machine guns, and additional medical staff, along with radio operators or messengers and additional artillery spotters.

An armoured company consists of three to five armoured platoons, plus a command contingent of one to two tanks. Artillery companies are referred to as batteries and consist of between six and twelve guns, plus transportation. The US Army refers to their cavalry, artillery, and reconnaissance companies as troops.

Two or more Air Force flights form a squadron (German: *Schwarm*), the aerial equivalent of a company and the smallest air unit to merit a headquarters element (Squadron Leader).

BATTALION/REGIMENT (GERMAN: BATAILLON*)*

Number of men: 500-1,000.

Comprised of three to five companies and command staff, plus support staff and vehicles, the battalion will often be commanded by a Major. Unlike smaller formations, the command element of a battalion rarely includes support weapons as its function is to direct the main battalion force, not engage in combat (though some fighting Majors do buck this tradition). Infantry battalions include one company of heavy weapons, such as heavy machine guns and mortars, to support the battalion. In addition, a battalion is the smallest unit that is equipped with dedicated field medical facilities capable of treating the seriously wounded.

Germany refers to its armour and artillery battalions as *Abteilungen*. Just to confuse matters, the British refer to armour and artillery battalions as regiments and all of their regiments as brigades, although, in all fairness, most army structures are based around the British Army model. Additionally, the US Army refers to their cavalry and reconnaissance battalions as squadrons, commanded by a Lieutenant Colonel. An armoured battalion will have approximately 45 tanks, plus repair and recovery vehicles and, quite likely, anti-aircraft weaponry.

Despite the huge industrial capacity of some countries, such as the United States, overall the size of armoured units reduces significantly during the war as losses outpace production, resulting in an overalla reduction in the number of vehicles that compose a battalion. It is therefore extremely rare to encounter a full strength armoured battalion from any army, and spectacularly unlucky if it belongs to the enemy.

German infantry battalions are composed of three rifle companies plus anti-tank support, a machine gun company, and a heavy mortar platoon, making them far more independent than their Allied equivalents.

In the Air Force, two or more squadrons form a group (German: *Gruppe*), and always consist of aircraft with the same broad role (fighter, fighter-bomber, bomber, or reconnaissance).

Table 1: Comparative Ranks for German Forces

The following table provides a simplified overview of the ranks employed within the various arms of the German military, along with their comparative ranks in Allied formations. Some ranks do not have direct equivalents in other services, or their direct equivalent could not be confirmed (—), but all are shown in order of seniority.

ENLISTED MEN

Heer (Army)	Waffen-SS	Allied Equivalent (UK/US)
Grenadier	*SS-Schütze*	Private
—	*SS-Oberschütze*	—
Obergrenadier	—	—

NON-COMMISSIONED OFFICERS

Heer (Army)	Waffen-SS	Allied Equivalent (UK/US)
Gefreiter	*SS-Sturmmann*	Lance Corporal
Obergefreiter	*SS-Rottenführer*	Corporal
Unteroffizier	*SS-Unterscharführer*	Corporal
Unterfeldwebel	*SS-Scharführer*	—/Sergeant
Feldwebel	*SS-Oberscharführer*	Sergeant/ Staff Sergeant
Oberfeldwebel	*SS-Hauptscharführer*	Sergeant Major
Stabsfeldwebel	*SS-Sturmscharführer*	Warrant Officer

OFFICERS

Heer (Army)	Waffen-SS	Allied Equivalent (UK/US)
Leutnant	*SS-Untersturmführer*	Second Lieutenant
Oberleutnant	*SS-Obersturmführer*	Lieutenant/ First Lieutenant
Hauptmann	*SS-Hauptsturmführer*	Captain
Major	*SS-Sturmbannführer*	Major
Oberstleutnant	*SS-Obersturmbannführer*	Lieutenant Colonel
Oberst	*SS-Standartenführer*	Colonel
—	*SS-Oberführer*	—
Generalmajor	*SS-Brigadeführer*	Brigadier/ Brigadier General
Generalleutnant	*SS-Gruppenführer*	Major General
General	*SS-Obergruppenführer*	Lieutenant General
Generaloberst	*SS-Oberstgruppenführer*	General
Generalfeldmarschall	*Reichsführer-SS*	Field Marshal/ General of the Army

ENLISTED MEN

Kriegsmarine	Allied Equivalent (Royal Navy/US Navy)
Matrosengefreiter	Ordinary Seaman/ Seaman Recruit
Matrosenobergefreiter	Able Seaman/ Seaman Apprentice

NON-COMMISSIONED OFFICERS

Kriegsmarine	Allied Equivalent (Royal Navy/US Navy)
Maat	Petty Officer (Junior)
Obermaat	Petty Officer
Bootsmann	Petty Officer
Hauptbootsmann	Chief Petty Officer
Oberstabsbootmann	Warrant Officer

OFFICERS

Kriegsmarine	Allied Equivalent (Royal Navy/US Navy)
Seekadett	Officer Cadet/ Midshipman
Fähnrich zur See	Naval cadet/—
Oberfähnrich zur See	Midshipman
Leutnant zur See	Sub-Lieutenant/ Ensign
Kapitänleutnant	Lieutenant
Korvettenkapitän	Lieutenant-Commander
Fregattenkapitän	Commander
Kapitän zur See	Captain
Konteradmiral	Commodore
Vizeadmiral	Rear Admiral
Admiral	Vice Admiral
Generaladmiral	Admiral
Grossadmiral	Admiral of the Fleet/ Fleet Admiral

ENLISTED MEN

Luftwaffe	**Allied Equivalent (RAF/USAAF)**
Flieger	Aircraftman 2nd Class/Private
Obergefreiter	Aircraftman 1st Class/Private 1st Class
Hauptgefreiter	Leading Aircraftman/—

NON-COMMISSIONED OFFICERS

Luftwaffe	**Allied Equivalent (RAF/USAAF)**
Unteroffizier	Corporal
Unterfeldwebel	Sergeant/Staff Sergeant
Feldwebel	Sergeant/Technical Sergeant
Oberfeldwebel	Warrant Officer/Master Sergeant
Stabsfeldwebel	Warrant Officer

OFFICERS

Luftwaffe	**Allied Equivalent (RAF/USAAF)**
Leutnant	Pilot Officer/Second Lieutenant
Oberleutnant	Flying Officer/First Lieutenant
Hauptmann	Flight Lieutenant/Captain
Major	Squadron Leader/Major
Oberstleutnant	Wing Commander/Lieutenant Colonel
Oberst	Group Captain/Colonel
Generalmajor	Air Commodore/Brigadier
Generalleutnant	Air Vice Marshal/Major General
*General der Flieger**	Air Marshal/Lieutenant General
Generaloberst	Air Chief Marshal/General

*This rank varies depending on the branch of the *Luftwaffe* the officer belongs to, such as *General der Fallschirmtruppe* (airborne troops), *General der Flakartillerie* (Air Defence).

Table 2: Uniform Tab Colours by Military Service

In addition to rank insignia, soldiers in the German military wear coloured tabs on their collars to indicate their service branch, as follows:

Colour	***Luftwaffe***	***Heer***	***Waffen-SS***
White	General Officers	Infantry	Infantry
Gold/Yellow	Aircrew/Airborne Troops/ Ground personnel	Recon/Cavalry	Cavalry/Motorised Recon
Yellow	—	Signals	Signals/Propaganda
Orange	Recalled Officers	Ordnance	—
Crimson	General Staff	General Staff/Veterinary	Veterinary
Brown	Signals	—	Concentration Camp Guards
Purple	Legal	—	—
Bright Red	Anti-aircraft/Ordnance	Generals/Anti-aircraft/Artillery	Artillery
Orange Red	—	Military Police	Engineer Officers/Replacement Services
Wine Red	—	Specialist Services	—
Pink	Engineers	Armour/Armoured Recon	Armour/Anti-tank
Blue	Medical	Medical	Medical
Grey Blue	—	Specialist Officers	—
Light Grey	—	Propaganda Troops	General Officers
Light Green	Radar units	Mountain/Light Infantry	Mountain Infantry
Light Blue	Transport/Supply	Transport/Supply	Transport/Supply & Tech
Dark Green	Attached *Wehrmacht*	Armoured Infantry	SS Police Rifle Regiments
Dark Green	Attached *Wehrmacht* troops under *Luftwaffe* control	Armoured Infantry	SS Police Rifle Regiments

REGIMENT/BRIGADE (GERMAN: BRIGADE*)*

Number of men: 3,000-4,000.

At regimental level (brigade level in the British Army), organisation changes significantly. A regiment can be composed of mixed units, including infantry, armour, and artillery, working in support of one another. Additionally, while smaller units maintain relatively fixed rosters, regiments and larger formations change composition, with different subordinate units assigned to a regiment on a temporary and often ad hoc basis, depending on the current battlefield situation. A typical infantry regiment can include three infantry battalions, an artillery battery in support, plus an anti-tank or armoured company.

Commanded by a Colonel, along with a number of executive officers of lower ranks, a regiment has a significant support element, including vehicles, administration, and supply troops, along with medical, signals, and (possibly) intelligence personnel on hand. While multiple regiments form a division, they can also be independently assigned to an army depending on their composition.

At this level, armoured units number in the hundreds of vehicles, including those required for support and maintenance; likewise for artillery units, which include munitions, transport, and forward observers. Infantry support is provided by other units.

The Air Force equivalent to a regiment is a wing (German: *Geschwader*), composed of two or more groups of aircraft with the same role.

DIVISION (GERMAN: DIVISION*)*

Number of men: 9,000-15,000.

Commanded by a Major General with a plethora of command staff and other officers, a division is the smallest army formation to maintain its own support network, including administration, supply, and catering units. Thanks to this large supply and logistics force, a division is capable of operating in the field without external support for significant periods of time. A typical infantry division will consist of three infantry regiments with an artillery regiment in support, plus battalions composed of reconnaissance troops, anti-tank and anti-aircraft weapons, engineers, signals, and a huge supply and support contingent—a division on the move is truly a sight to behold though, as can well be imagined, not a particularly fast one.

A unique feature of the German Army is the decentralisation of heavy weapons within a division, meaning that each regiment maintains its own anti-tank and infantry gun companies, plus its own headquarters with a staff company, and signals, messenger, and engineering platoons.

Beyond divisional level, units are formed into army corps, armies, and army groups, though from an ***Achtung! Cthulhu*** perspective these are unlikely to be of direct relevance. A corps fields around 50,000 men, an army 150,000, and an army group anywhere up to one million personnel.

The Realities of War

Having reviewed the standard military structure, the Keeper should bear in mind that these are the optimum formations as specified by military doctrine, whereas in reality battlefield formations are likely to be far more varied and chaotic in their organisation, and unlikely to be at full strength once engaged in battle.

Both the British and Germans maintain a policy of removing depleted units from the line in order to reinforce them with new recruits and to give the men time to rest and recuperate from the horror of war. The United States, though, goes against this policy, instead keeping depleted units in the field and replenishing them with new recruits. This has a negative effect on the units for a number of reasons: firstly, the new recruits are unable to integrate fully with the veteran soldiers who have bonded as a unit. This leads to resentment, with the knock-on effect that green recruits are prevented from learning from the more experienced veterans. Secondly, the veteran core of the unit slowly depletes through attrition, significantly weakening the unit as time goes on. Despite this issue, US troops are some of the most proficient and reliable soldiers in the world.

Likewise, as the war progresses, German forces begin to suffer an ever greater depletion of manpower, particularly after the Soviets begin their unstoppable advance towards Berlin. At the start of the war, German units are tough, resilient, and a force to be reckoned with, but as both attrition and political retribution begin to take their toll, what should be a full-strength unit may well turn out to be a militia unit (*Volkssturm*) manned by raw recruits, fresh from Hitler Youth training, and old men who last saw action in the trenches.

The Keeper should keep this fatigue, morale, and training in mind when handling battlefield units, especially when investigators are attempting to command them. Tired and disgruntled soldiers do not make an effective fighting force and are unlikely to want to put their lives on the line; they are also highly likely to desert the investigators' command if pushed too far—after all, everybody has a breaking point. Add the possibility of fighting the Mythos, and you have a recipe for potential mutiny.

Both the British and Germans maintain a policy of removing depleted units from the line in order to reinforce them with new recruits.

ARMY LIFE

The daily life of a soldier is very much dictated by the service in which he enlists, with the men of the Air Force probably suffering the fewest hardships in daily life, thanks to their relatively stable home bases, though this by no means belittles the dangers they face each time they climb into their aircraft.

After basic training (which is brief by peacetime army standards), life for the infantryman is an endless cycle of marching, digging latrines and trenches, and sleeping in terrible weather conditions (often without adequate protection, thanks to supply lines being cut or delayed). Added to these delights are the cold, fear, and boredom of sentry duty, as well as generally terrible food (at least until US troops are able to eat their own standard rations, which are a banquet compared to the meagre British ones). All of this is, of course, interspersed with the horror of actual warfare: the terror and unholy din of artillery fire, the zip of tracer rounds tearing through the air, and the sudden loss of friends, cut apart by enemy fire without warning.

Soldiers spend much of their existence trying to fill the time between engagements; anything is better than waiting around like sitting ducks, not knowing if the next battle will be your last. Fortunately, the Army can always find something for a man to do, even if it is just digging more trenches or filling sandbags. Meanwhile, men occupy what time remains with a variety of activities: smoking, reading magazines, playing cards and, occasionally, if headquarters can muster up a projector, watching movies and newsreels. Though frowned upon, troops often resort to drinking, particularly if they can secure alcohol from the local population, or if some bright spark has built a still. And, of course, there is always fraternisation with the local women.

BEHIND THE LINES

An army cannot be an effective combat force without a huge supply and logistics force supporting its combat troops. Some historians cite Germany's lack of support personnel as one of the compounding factors in their worsening troubles during the conflict, especially as supply lines increase in length during the Soviet campaign. Some figures place Germany's ratio of support troops to combat troops as 1:1 which, when compared to America's approximate 7:1 figure, illustrates the problem faced by the Nazis in maintaining their military. Britain and France, while unable to match America's sheer weight of numbers, fair better than the Nazis, and the British are fortunate in receiving significant support from their American allies once they integrate command structures.

While some areas of support, such as the vast military bureaucracies, are unlikely to be of interest to investigators, the following sections detail some supply and support units that can be encountered, and that can be of benefit or hindrance to their activities.

Supply & Ordnance

One of the most impressive feats of the US Army in particular is its vast supply and logistics infrastructure, which by the latter days of the war moves millions of tons of supplies from production centres to every battlefront. At the heart of this network are the quartermasters, operating at divisional level to ensure food, equipment, and weapons are shipped from ports to frontline units. Relying on a mixture of naval, rail, road, and even pack animal transport, the quartermasters endeavour to make sure that combat units are able to keep fighting no matter what.

The US Quartermaster Corps is responsible for the general supply of equipment, the registration of graves, the distribution of rations and food, the provision of showers, laundry and repair services, and, of critical importance, the distribution of fuel and water. Behind the frontline, investigators in need of specific materials, or just a general resupply, can approach the quartermaster to restock.

Mail & Censorship

Torn from their families and loved ones, and not knowing if they would return to their civilian lives, letters to and from home become an important lifeline for many soldiers during the war, and the irregular mail deliveries are eagerly awaited by even the most hardened troopers. Owing to its importance to morale, the distribution of mail is taken very seriously by all combatant nations, but at the same time security has to be considered. Britain alone employs around 10,000 censor staff based in twenty offices around the country (though most worked at Aintree, near Liverpool), meticulously reading every piece of correspondence sent through the Post Office and blacking out any phrases or sentences that could provide intelligence regarding British wartime activities. This applies to all civilian mail, as well as to the letters and cards for active servicemen.

With several million men stationed around the globe, one of the problems faced by the Allies is the sheer amount of post being sent between servicemen and their loved ones. The solution first developed by the British, then copied by the US, is known as Airgraph, and involves writing letters on specially prepared forms. Once complete, these are censored, photographed, shrunken down onto microfilm, and flown to their destination where they can be printed back onto paper and distributed. The British Airgraph system is used to send and receive over 135 million letters, while the US V-Mail system (short for Victory Mail) is used to send over 550 million letters, providing a much needed link with home for millions of servicemen around the world.

Unfortunately, due to the mercurial nature of war and the need to send men from place to place with little or no notice, for many men the postal service is never able to fully catch up with them, resulting in some letters following a serviceman but never actually being delivered.

Cth General resupply can be achieved through a successful Command skill check by an investigator, though for rare and unusual equipment a *Difficult* check may be required; Fast Talk or Persuade can also be useful if the player character lacks Command.

Sav ***Savage Worlds*** players will have to attempt a Persuasion roll to acquire a resupply. This roll suffers a -1 penalty if they lack the correct military rank, and a further -2 penalty if they are trying to requisition rare or unusual equipment.

Unsurprisingly, quartermasters are often privy to, if not pivotal in, the black market that operates within every army. If the investigators need anything that the military usually disapproves of (alcohol, the services of certain women, or any other nefarious goods), investigators may attempt to engage in bribery or Fast Talk to ingratiate themselves with the quartermaster to secure their goods. One vice that is always in plentiful supply is cigarettes, with smoking being almost a prerequisite for combat duties. Any investigator worth his salt should be able to secure several cartons of cigarettes from the quartermaster, which may prove useful if negotiating with locals suffering from rationing restrictions.

The Keeper wishing to add some fun into their quartermasters should refer to Don Rickles' character "Crapgame" in the movie *Kelly's Heroes*: a wheeling, dealing, ever-so-slightly-corrupt quartermaster who can buy and sell anything for a commission and who, in the right circumstances, could be the investigators' best friend (or their worst enemy).

Quartermasters are not responsible for the distribution of ammunition, primarily due to the special requirements for handling explosives and munitions when transporting them. Ammunition and ordnance is handled by the Ordnance troops, who situate ammunition dumps well away from the other men, as they present such tempting targets for enemy forces.

Cth Investigators requiring ammunition should be allowed to replenish their supplies within reasonable limits, but securing non-standard and unusual ammunition, or large amounts of any ammunition, will require a Command skill check to convince the Ordnance troops to grant their requests.

Sav Similarly for ***Savage Worlds***, a successful Persuasion roll is necessary if the heroes want to get their hands on lots of ammo or, more interestingly, anything out of the ordinary ordnance-wise.

The dangers of ordnance are illustrated in July 1944, when munitions stored at the Port Chicago Naval Magazine detonate while being loaded onto a cargo vessel. All 320 of the mostly African-American troops working at the pier are killed in the blast, which creates a three mile wide fireball that engulfs ships, pier, and men alike. Huge fragments of ships' hulls are blown hundreds of feet into the air, and much of the surrounding dock is reduced to a blazing ruin.

Photo: Unknown – Heer, Deutschland, June 1943 –
Bundesarchiv, Bild 101I-219-0597-18 / CC-BY-SA.

Medical

The period between the two World Wars sees rapid development in medical science, and troops in the Second World War benefit greatly from its numerous advances. In the Great War, only around four percent of soldiers wounded in battle survive their wounds, while in the Second World War this figure is closer to fifty percent. However, the types of wounds suffered also changes dramatically—in the Great War, the most common causes of wounds are bullets and poison gas but in this war, shrapnel from artillery and bomb attacks is much more prevalent, resulting in a far greater number of head injuries and traumatic amputations.

The Army medic can be considered to be one of the real heroes of the war, braving the battlefield to rescue and treat wounded soldiers. Under the terms of the Geneva Convention, medics are unarmed and must display the Red Cross (or Crescent) on their uniform to identify themselves as medical personnel. They are considered non-combatants regardless of which side they serve, and firing upon medical personnel is considered a war crime. However, should a medic pick up a weapon and use it in anything other than the defence of a patient, they lose their Geneva Convention protection.

The medic's main role in battle is to stabilise wounds and attempt to move injured troops to medical facilities behind the frontline. To do this, they rely on the process of triage; determining the severity and survivability of wounds and treating patients accordingly. Triage categorises wounds into three groups: those who are likely to live regardless of the care received, those likely to die regardless of the care received, and those for whom immediate care will make a positive difference to survival.

Under the terms of the Geneva Convention, medics are unarmed and must display the Red Cross (or Crescent).

All medics carry a set of paper tags with them which they use to identify patient categories, though in the heat of battle any marker will do. For terminal cases, the medic carries a needle with which to administer the morphine ampoule issued to each trooper. If the terminal patient is still alive after all "survivable" patients have been treated, then medics will administer to his wounds as best they can, but triage is a cold, rational process. Once a wounded soldier has been given morphine, the empty syrette is pinned to his uniform to ensure further doses are not administered (in order to avoid a potentially lethal overdose). Having said that, sometimes when a soldier's wounds are too severe and medical treatment is impossible, the administration of additional doses may be seen as a mercy.

Aside from morphine, medics also carry several recently developed wonder drugs, the most important being penicillin. Discovered accidentally by the Scottish scientist Alexander Fleming in 1928, the antibiotic is not available in large quantities until much later in the conflict. Protecting against a wide range of infections, penicillin drastically reduces cases of gangrene in wounds, thereby increasing survival rates.

Cth A particularly brutal ***Call of Cthulhu*** Keeper can rule that investigators who receive wounds and who do not have access to penicillin may succumb to infection. In rules terms, check for possible infection each day until a wound is properly dressed and sterilised, and treat gangrenous infection as a POT 10 poison which inflicts 1 additional Hit Point of damage per day until treated with penicillin. Alternatively, medics carry the powder sulphanilamide, which can be applied to a fresh wound to prevent infection in the first place, though proper medical attention should be sought out as soon as possible.

Sav For ***Savage Worlds*** players, the possibility of untreated wounds worsening is detailed in the Natural Healing rules (see the ***Savage Worlds*** core rulebook, Chapter 3).

Cth The existing ***Call of Cthulhu, Sixth Edition*** rules for First Aid state that application of the skill heals 1D3 Hit Points. However, this quite probably assumes that wounds are being treated out of combat. Under battlefield conditions, the Keeper may feel it more appropriate that a non-Medic, provided with little medical equipment, can only heal 1 Hit Point if in a combat situation, while a Medic with his range of medical equipment can heal the full 1D3 Hit Points. Do not forget that, as described on p.116 of *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, First Aid skill rolls are classed as Easy if the player character is using a military first aid kit.

Sav For ***Savage Worlds*** players: an Investigator gets +2 on his Healing roll if using a military first aid kit when attempting to treat a wound.

Aside from their combat duties, medical staff are responsible for giving instruction in general hygiene among troops and, of course, the prevention of sexually-transmitted disease, the bane of every army since warfare began. Despite education and prevention, including the distribution of prophylactics to all servicemen, the US Army on average still loses 600 men per day to venereal disease and, while most are back in active service within five days, this still presents a massive drain on manpower.

Signals

With the ongoing developments in radio, the men of the Signals Corps are an essential component of combat operations, often finding themselves on the front line alongside the infantry, ensuring communication between units and headquarters and providing radio links with artillery formations and air support units, frequently under heavy enemy fire. Signalmen are trained in the use of cryptography and Morse code, as well as the repair and maintenance of what can be deeply unreliable radio equipment. Behind the lines, signals units maintain a network of wired telephones and switchboards to enable reliable communication, and will often be encountered installing and repairing the miles of telephony cables laid down to permit integrated communications.

In the German military, radio detection is also a major role of the signals units, and they operate trucks loaded with sensitive radio detection equipment which roam the occupied countryside in an attempt to triangulate radio signals broadcast by Allied and Resistance agents. After the Normandy landings, the Allies also employ similar vehicles using what is known as 'Huff Duff'—High-Frequency Direction Finding equipment—to pinpoint German forces. Meanwhile, on the home front, signals personnel perform a critical intelligence role, intercepting huge volumes of German radio traffic for decryption by the analysts of Bletchley Park.

Linguistics

With the war spreading across the globe and encompassing countless nations, the role of linguists and translators has become critical to operations in the field. Responsible for translating enemy intelligence captured in action, as well as providing liaison officers to help engage with the local population, language specialists are in high demand as the war progresses and, after the Normandy landings, units are sent into the field to assist directly in operations. Investigators may find these men a valuable resource should they come across texts that require translation from a language they are unfamiliar with, though they should consider the ramifications of asking a translator to read a copy of *Unausprechlichen Kulten* for them, unless of course they are prepared to explain the man's sudden mental breakdown to his commanding officer.

Engineers

> *"When you refer to 'Bailey crap', I take it you mean that glorious, precision-made, British-built bridge which is the envy of the civilised world?"*
>
> *- Lt. Colonel Vandeleur, A Bridge Too Far.*

As well as their role in combat, clearing obstacles, and breaching enemy defences, engineers are an essential element of army operations. When not directly involved in combat operations, engineers are engaged in more civilian engineering projects, such as repairing roads and bridges and, with the assistance of the Bailey portable bridge, creating new crossings. Combat engineers are most often encountered by investigators while they are constructing emplacements and defences, though trench digging tends to be left to the PBIs ("Poor Bloody Infantry"), whose lot in life appears to revolve around digging holes when not sitting in them being shot at. The engineer's knowledge of explosives and breaching charges can prove invaluable to investigators when attempting to gain access to sealed chambers, while their general knowledge of building and construction can be useful in identifying man-made structures that the untrained eye might miss.

PRISONERS OF WAR

Life after capture by enemy forces very much depends on the nationality of the soldier and that of his enemy; so while Western soldiers are, by and large, treated according to the rules of the Geneva Convention by German forces, the same cannot be said for Soviet prisoners, or for Allied servicemen captured by the Japanese (who have not ratified the terms of the Convention).

In accordance with the Geneva Convention, officers are not usually required to work by their captors, and in many cases Allied enlisted men are either compensated for work or are equally exempt. The main complaint of Allied soldiers in German Army POW camps is a shortage of food, especially later in the war, though under the circumstances their captors are not much better provided for.

The Germans operate two main types of POW camp: the *Stalags* (short for *Stammlager*), which are used to house enlisted men, and *Oflags* (*Offizierslager*), in which only officers are detained. The *Luftwaffe* maintains its own camps, primarily for captured airmen, which use the suffix *Luft* to signify their administration, while the *Kriegsmarine* maintain Marine-Lager (Marlag) for naval servicemen.

Before entering a POW camp, a captured combatant passes through a *Durchgangslager* (*Dulag*), or transit camp, where prisoner details are recorded. Here they are interrogated, though under the terms of the Geneva Convention, soldiers are only obligated to provide their name, rank, and serial number, although interrogators will attempt to trick them into revealing further information. After processing, prisoners are transported by train to the POW camps, a journey often taking many hours as their trains are shunted into sidings to allow German troop transports to overtake them.

The majority of camps are simple enclosures of one-storey wooden barracks surrounded by barbed wire fences, with guard towers at every corner. Facilities are basic, with only a charcoal-burning stove in the centre of each barracks to provide heat. Meals are twice daily, usually consisting of thin soup and black bread, and hunger is a regular feature of camp life for most POWs. The Red Cross are permitted to make regular inspections of camps, and the food parcels provided by the organisation bring a welcome respite with their "luxury" items such as butter, biscuits, and chocolate, as well as dried fruit and vegetables.

Prisoners are expected to parade once daily for roll-call but, aside from those expected to work either in the camp or in the surrounding area (under constant guard), the men are free to spend their time as they wish. Sports, gambling, and the occasional concert help to break the monotony of camp life.

Though POW camps are well guarded and usually deep within German territory, escapes do take place. In fact, the officers of most nations are under orders to at least attempt escape at every opportunity and, in some cases, they almost enjoy the constant game of cat-and-mouse with their captors. Indeed, the British airman Douglas Bader, who famously returned to flying after losing both legs in an air crash, considered it his duty to cause the Germans as much trouble as possible, and successfully escaped by climbing down a rope made from bed-sheets from a camp hospital. British Intelligence assists in the attempts to escape by secreting useful items among relief parcels including, for example, maps hidden between the cardboard sheets of Monopoly boards.

The Germans attempt to prevent serial escapees from continuing their activities by placing them in their highest security camp, *Oflag* IV-C, better known as Colditz Castle. Situated on a cliff overlooking the town of Colditz in Saxony, the castle is considered to be inescapable. It is therefore ironic that Colditz has one of the highest records for successful escape attempts, in part due to the Germans letting their guard down, firm in the belief that the castle is secure, but more due to the nature of the men sent there. Many look upon the concept of an inescapable prison as a challenge to be taken on with relish. One particularly madcap scheme, involving the secret construction of a glider, was never completed due to the Allies liberating the camp; as daring and foolhardy as it sounds, it has subsequently been demonstrated to have been a viable escape plan.

Colditz is also used to house prisoners the Germans considered particularly dangerous, so it is quite feasible that investigators unfortunate enough to be captured could find themselves as inmates.

The Germans attempt to infiltrate spies into POW camps in order to keep tabs on any planned escapes, but in most instances they are unsuccessful. Allied prisoners are generally aware of this ploy, and at *Stalag Luft* III any new prisoner is required to have two existing POWs know him by sight and be prepared to vouch for his trustworthiness. Those that cannot meet these criteria are scrutinised carefully, and a rota of other prisoners is established to escort him at all times.

German troops (and particularly airmen) captured by the Allies generally receive better treatment in British and American POW camps; early in the war, those captured by the British are, more often than not, sent to camps in other parts of the Empire and Commonwealth as Britain, already in the grip of food shortages, can barely feed its own population let alone enemy prisoners. Before being sent to camps, German troops are interrogated to determine their loyalty to the Nazi regime. Those considered indifferent, or even hostile, to National Socialism are assigned a white patch to wear; those with ambiguous loyalty are given a grey patch, while ardent Nazis (mostly *Waffen-SS* prisoners) are issued a black patch and kept under regular surveillance. In most cases, these last prisoners are sent to remote camps in the Scottish Highlands where escape would be difficult and they can be easily identified.

As is well documented, German atrocities in the Soviet Union result in horrific retaliation against German POWs by the Soviets, resulting in a tendency for German troops to attempt to surrender to Western forces rather than face the prospect of the rest of their lives in Siberia. This leads to a huge influx of German troops into British and American POW camps, and a logistical nightmare for the Allies as the war grinds towards its denouement.

The Great Escape

One of the most famous camps is *Stalag Luft* III in Lower Silesia, near the town of Sagan, which saw the largest simultaneous POW breakout of the war. Under the command of Squadron Leader Roger Bushell of the RAF, tunnels named Tom, Dick, and Harry were dug with the intention of enabling the escape of at least 200 men. Three tunnels were excavated, based on the principle that if one were to be discovered (as happened with the entrance to Tom, which became the 98th tunnel to be uncovered at the camp), the others could continue undisturbed. After the planned exit point of Dick fell inside the perimeter of a camp expansion, all efforts became focussed on Harry. Finally, in the early hours of March 25th, 1944, the tunnel was judged ready and the escape began. However, the exit point was discovered to have fallen short of the tree-line surrounding the camp, resulting in far fewer men being able to break out than planned. Despite this setback, a total of seventy-six Allied airmen made good their escape into the German countryside.

Seventy-three of the escapees were quickly recaptured and, despite protestations by Hermann Göring, Wilhelm Keitel, and other members of the German High Command, Hitler ordered Himmler to execute many of them, with a total of fifty (including Roger Bushell) dying at the hands of the *Gestapo*.

KNOW YOUR ENEMY

Achtung! Cthulhu campaigns, unlike other ***Call of Cthulhu*** campaigns, add a major new factor into the already perilous lives of the investigators. Not only must they battle the horrors of the Mythos and their insane worshippers, but at the same time they must face off against one of the most advanced and experienced military machines yet to be seen. Although this may fill some investigators with dread, others may see the opportunity to trade blows with the Nazis as light relief when compared with the cosmic terror they usually encounter.

Whatever style of campaign the Keeper intends on running, this section provides an overview of the forces investigators are likely to encounter, both friend and foe, and the threats they will face. The Keeper should carefully consider the deployment of special units as adversaries for their investigators, both in terms of the types of action these units are involved in and their strength compared to the investigators. Most infantrymen the investigators encounter are likely to be regular army units, not crack squads of SS *Einsatzgruppen*, who would likely be deployed only for special operations.

This guide is not intended to provide an exact simulation of wartime forces, but instead give the Keeper a wide range of enemy troops to deploy against player characters; the emphasis here is on gameplay, not historical detail. A Keeper wishing to create greener or more experienced troops can modify these statistics as required (see **On the Field of Battle** p.168 for ***Call of Cthulhu***; p.179 for ***Savage Worlds***).

Early in the war, do not be surprised to see German infantry platoons cycling past on push-bikes.

German Infantry Units

REGULAR INFANTRY

The ubiquitous German infantry platoon, as well as being the most common unit investigators are likely to encounter, is probably one of the most important in the war. Considered to be the backbone of the *Heer* (German Army), they are tough, experienced, well-equipped, and disciplined troops, instilled with a strong *esprit de corps* and permitted to accomplish objectives with far greater freedom than other infantry units. Junior officers are encouraged to take aggressive action whenever possible, resulting in their alarming ability to overcome enemy forces through rapid, decisive attacks.

Aggressive on the attack and stubborn in defence, the infantry are the heart of the German military machine. A typical German infantry platoon at the start of the war consists of three squads armed with Karabiner 98k Rifles, one MG34 LMG and *Modell 24 Stielhandgranaten* (better known as the “Stick Grenade”, or “potato masher”). For anti-tank purposes, infantry are equipped with an anti-tank grenade, colloquially known as *Geballte Ladung*, which is effectively a standard stick grenade with six grenade heads strapped around it with wire, capable of damaging light armoured vehicles but of little practical use against heavier tanks. Commanding this platoon is one junior officer accompanied by a senior NCO, three messengers, and two soldiers tasked with manning the platoon mortar; initially a 2” (5cm) mortar, though later replaced with the 3” (81mm) version. Later in the war, infantry units are equipped with *Panzerschreck* and *Panzerfaust* anti-tank launchers to enhance their anti-armour capabilities.

Despite what the propaganda films would have you believe, most German infantry squads are still “ground-pounders” with no mechanised or motorised transport. As the war progresses, regular infantry are more often provided with medium trucks for transport, but early on do not be surprised to see infantry platoons cycling past on push-bikes. Regular infantry are likely to be encountered as garrison units and in front line positions.

INFANTRY SOLDIER (REGULAR)

STR 13	**DEX** 14	**INT** 11	**CON** 15
SIZ 13	**APP** 12	**POW** 10	**EDU** 11
SAN 40	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 40%, Close Combat 40%, Dodge 35%, Drive Automobile 35%, Fieldcraft 35%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Throw 35%, Track 10%.

Language Skills: German (Own) 55%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

MG34 Machinengewehr (Machine Gun) 30%, damage 2D6+4, atts 1 or burst, base range 120 yds.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Steel Helmet* (+3, head only), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *MG34 Machinengewehr* (30/60/120, 2d8, RoF 3, Shots 50, AP2, Auto, Snapfire).

Special Abilities

- **Experienced:** Spirit d8, Sanity: 6, Dodge, Rock and Roll!
- **Elite:** Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Improved Dodge.

INFANTRY OFFICER (REGULAR)

Cth

STR 11 **DEX** 12 **INT** 15 **CON** 13
SIZ 12 **APP** 12 **POW** 13 **EDU** 14
SAN 55 **Hit Points:** 13

Damage Bonus: none.

Skills: Climb 30%, Command 50%, Dodge 55%, Drive Automobile 30%, Fieldcraft 35%, First Aid 65%, Listen 40%, Own Language (German) 70%, Tactics 45%, Throw 55%.

Weapons: *P08 Luger Pistol* (Handgun) 60%, damage 1D10, atts 2, base range 15yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Command, Rank (Officer).

Gear: *P08 Luger Pistol* (12/24/48, 2d6-1, Shots 7, Semi Auto), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto).

Special Abilities

- **Experienced:** Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
- **Elite:** Spirit d8, Sanity: 6, Knowledge (Battle) d10, Combat Reflexes, Inspire.

PANZERGRENADIER *(REGULAR)*

Originally called *Schützen* or *Kavallerieschützen*, *Panzergrenadiere* are the motorised or mechanised infantry of the German Army, usually upgraded from regular infantry as the war progresses. Intended to work in co-operation with fast moving tank formations, *Panzergrenadiere* are armed and organised in an analogous manner to regular infantry but are transported in either medium trucks or in Sdkfz 251/1 half-tracks, often with a Sdkfz 251/10 in support (armed with a 37mm cannon for anti-armour fighting). As these units are often upgraded from regular infantry, the Keeper can assume that these men are more experienced than regular units, and may be used to represent heavy or elite infantry, acting as a spearhead for attacks.

Cth

STR 14 **DEX** 14 **INT** 11 **CON** 16
SIZ 13 **APP** 12 **POW** 10 **EDU** 11
SAN 40 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 55%, Close Combat 45%, Dodge 40%, Drive Automobile 35%, Fieldcraft 45%, First Aid 45%, Heavy Weapons 40%, Listen 70%, Throw 45%, Track 10%.

Language Skills: German (Own) 55%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

MG34 Machinengewehr (Machine Gun) 30%, damage 2D6+4, atts 1 or burst, base range 120 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Notice d6, Repair d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *MG34 Machinengewehr* (30/60/120, 2d8, RoF 3, Shots 50, AP2, Auto, Snapfire).

Special Abilities

- **Experienced:** Spirit d8, Sanity: 6; Driving d8, Shooting d8, Bullseye.
- **Elite:** Smarts d8, Shooting d10, Steady Hands.

PIONEER INFANTRY (REGULAR)

Pioneers are the combat engineers of the German Army, tasked with placing or clearing obstacles, mines and other defences, fording rivers, and other engineering activities under combat conditions. Trained as regular infantry in addition to their engineering skills, Pioneers are not strictly frontline troops though they are more than capable, particularly in urban fighting where their flamethrowers and explosive charges can be used to great effect in clearing buildings. Pioneers are more often encountered reinforcing emplacements and laying obstacles than spearheading attacks.

Cth

STR 14 **DEX** 14 **INT** 11 **CON** 16
SIZ 13 **APP** 12 **POW** 10 **EDU** 11
SAN 40 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 55%, Close Combat 40%, Combat Engineer 45%, Demolitions 40%, Dodge 40%, Drive Automobile 35%, Fieldcraft 35%, First Aid 45%, Heavy Weapons 40%, Listen 70%, Throw 45%, Track 10%.

Language Skills: German (Own) 55%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

Flammenwerfer 35 (Flamethrower) 40%, damage 2D6+shock, atts 1, base range 30yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Demolitions) d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Steel Helmet* (+3, head only), *Demolition Grenade* (4/8/16, 6d6, Medium Burst Template, AP 3, Heavy Weapon), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *Flammenwerfer 35* (Cone Template, 2d10, ignores armour).

Special Abilities

- **Experienced:** Spirit d8, Sanity: 6, Demo Man, Dodge.
- **Elite:** Vigor d8, Knowledge (Demolitions) d8, Shooting d8, Toughness: 6, Combat Reflexes, Improved Dodge.

SNIPER (VETERAN)

Ever since the invention of firearms, marksmen have been used to great effect by all armies. During World War Two, German snipers (*Scharfschütze*) armed with the Mauser *Gewehr* 98 bolt-action rifle, and later the semi-automatic Walther *Gewehr* 43, are deployed with lethal effect, targeting enemy officers and key personnel from well camouflaged emplacements in rural and urban areas. German snipers are often used as rear guard units to cover withdrawals and retreats, based on the principle that one well supplied sniper can hold off a significantly superior force when deployed correctly. While particularly unfair for the sniper, the sacrifice of one soldier to protect the retreat of other men is seen as a fair trade on the battlefield.

In rural environments, snipers build hides in thick undergrowth or in trees, while the church bell tower is always a favourite nest in urban combat.

Cth

STR 13	DEX 16	**INT** 13	**CON** 14
SIZ 13	**APP** 12	**POW** 12	**EDU** 11
SAN 40	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Climb 55%, Close Combat 35%, Dodge 40%, Fieldcraft 55%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Spot Hidden 45%,Throw 45%, Track 10%.

Language Skills: German (Own) 55%.

Weapons: *GEW 98* (Bolt-action Mauser Rifle) 55%, damage 2D6, atts 1/2, base range 150 yds.

Kar. 98k (Bolt-action Sniper Rifle) 55%, damage 2D6+4, atts 1/2, base range 180 yds.

Concealment: spotting a well-concealed Sniper after he has fired is a *Difficult* Spot Hidden check, though subsequent shots reduce this to a *Normal* check, as the muzzle flash and sound help to pinpoint the marksman's location.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d8, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Steel Helmet* (+3, head only), *Kar. 98K Bolt-action Sniper Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire, fitted with scope), *GEW 98 Bolt-action Mauser Rifle* (12/24/48, 2d8, RoF 1, shots 5, AP 2, Semi Auto).

Special Abilities

- **Concealment:** to spot a concealed Sniper who has fired a shot, make a Notice (-2) roll against a target number created by the Sniper's Stealth. A second shot reduces this penalty to zero, and all subsequent shots give a +2 bonus to the Notice rolls.
- **Experienced:** Spirit d8, Sanity: 6, Shooting d10, Marksman.
- **Elite:** Shooting d12, Steady Hands.

FALLSCHIRMJÄGER *(VETERAN)*

Formed shortly before the outbreak of war, the *Fallschirmjäger* ("Parachute Fighters") are Germany's elite parachute infantry. Heavily indoctrinated and instilled with a fearless warrior mentality, these troops are committed and ferocious shock troops, and their model of combat is copied by both the British Paratroops and US Airborne forces.

Fallschirmjäger often suffer heavy casualties as they drop into enemy positions, resulting in Hitler's decision to curtail airborne operations later in the war. However, whenever and wherever they are deployed they rarely fail to secure their objectives regardless of the cost. Early in the war they are armed as standard with either the Karabiner 98k rifle or the MP38/40 SMG, but are later issued with the StGw 44 battle rifle, the first true assault rifle, increasing their lethal effect even further.

Fallschirmjäger also field their own combat engineer troops, though unlike standard Pioneers these troops emphasise storm tactics, employing flamethrowers and satchel

Photo: Toni Schneiders – Bundesarchiv, Bild 101I-587-2253-15 / Schneiders, Toni / CC-BY-SA.

charges to quickly clear enemy positions. *Fallschirmjäger* troops most notably invade Crete in 1941, suffering heavy losses against British defenders, as well as joining Otto Skorzeny in his rescue of Mussolini.

Cth

STR 15 **DEX** 14 **INT** 13 **CON** 16
SIZ 14 **APP** 12 **POW** 12 **EDU** 11
SAN 40 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 60%, Close Combat 45%, Dodge 40%, Fieldcraft 50%, First Aid 40%, Heavy Weapons 40%, Listen 45%, Parachute 50%, Spot Hidden 40%, Throw 50%, Track 15%.

Language Skills: German (Own) 55%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 55%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30 yds.

Sturmgewehr 44 (Rifle) 45%, damage 2D6+2, atts 1 or burst, base range 90 yds.

***Fallschirmjäger* Pioneers:** Combat Engineer 40%, Demolitions 45%, Heavy Weapons 50%.

Weapons: *Flammenwerfer 35* (Flamethrower) 40%, damage 2D6+shock, atts 1, base range 30yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Demolitions) d8 (Fallschirmjäger Pioneers only), Notice d6, Repair d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Loyal.

Edges: Jump Qualified.

Gear: *Steel Helmet* (+3, head only), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *Sturmgewehr 44* (24/48/96, 2d8-1, RoF 3, Shots 30, AP 2, Auto), *Flammenwerfer 35* (Cone Template, 2d10, ignores armour. *Fallschirmjäger* Pioneers only).

Special Abilities

- **Experienced:** Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Dodge, Élan, Rock and Roll!
- **Elite:** Spirit d10, Sanity: 7; Improved Dodge.

ANYONE WHO'S PREPARED TO THROW THEMSELVES OUT OF A PLANE DESERVES A CERTAIN AMOUNT OF RESPECT.

-SGT. CARTER

Hitler's Commando

Otto Skorzeny epitomises the German soldier, and at one point is described as "the most dangerous man in Europe" due to his unorthodox tactics and brilliance as a combat officer. Originally trained as a civil engineer, Skorzeny's attempts to join the *Luftwaffe* are refused due to his considerable height, and he joins Hitler's bodyguard regiment, the Leibstandarte SS Adolf Hitler. His natural talent both in combat and in engineering quickly wins him merit in the Netherlands, France, and the Balkans, and he is promoted to the rank of Obersturmführer in the *Waffen-SS* after forcing the surrender of a numerically superior Yugoslav force.

Serving with distinction on the Eastern Front, Skorzeny is injured and forced to take a command position while he recuperates, giving him the opportunity to research unconventional warfare and commando combat, which he duly forwards to the High Command. Skorzeny's reputation results in Hitler personally selecting him to lead the raid to rescue Italian dictator Benito Mussolini, who had been overthrown and imprisoned by the Italian government. The Italians, fearful of a German rescue attempt, had placed Mussolini in the *Campo Imperatore Hotel* on the top of the Gran Sasso mountain, a location only accessible via cable-car. However, Skorzeny devised and then carried out a daring raid, crash-landing a Storch reconnaissance aircraft in the hotel gardens, before liberating the dictator and escaping in the same aircraft, all without firing a shot (though some accounts do indicate that he kicked a radio operator to death to prevent the alarm being raised).

After the Normandy landings, Skorzeny and his English-speaking men become the bane of Allied forces, operating behind enemy lines in captured American uniforms to sow confusion in support of the German counterattack in the Ardennes. One of the simplest yet most effective tactics his unit carries out is to switch road signs around in the French countryside, resulting in numerous Allied units becoming lost in the unfamiliar terrain.

Skorzeny is rumoured to have recovered the Holy Grail from Montségur for Himmler, following Otto Rahn's clues to its secret location. Although he denies this, he does not deny his involvement in both the Leonidas and *Werwolf* projects.

GEBIRGSJÄGER *(VETERAN)*

The *Wehrmacht's* elite alpine infantry unit, trained in mountain warfare and survival, *Gebirgsjäger* tend to be lightly armed compared to other troops, preferring speed and agility in treacherous mountain conditions over heavy firepower. As a result of their specialist training, many *Gebirgsjäger* are excellent snipers and are often transferred to other units to bolster their marksmanship abilities. The symbol of the *Gebirgsjäger* is the Edelweiss flower, signifying the heavy concentration of Austrian troops amongst their numbers.

STR 13 **DEX** 12 **INT** 13 **CON** 14
SIZ 14 **APP** 12 **POW** 12 **EDU** 11
SAN 40 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 60%, Close Combat 45%, Dodge 40%, Fieldcraft 60%, First Aid 40%, Heavy Weapons 30%, Listen 45%, Ski 45%, Spot Hidden 40%, Survival (Mountain) 40%, Throw 50%, Track 02%.

Language Skills: German (Own) 55%,

Weapons: *Kar. 98k* (Bolt-action Rifle) 45%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

Alpine Expert: experts in skiing and camouflage in alpine settings, *Gebirgsjäger* wear reversible uniforms in snowy conditions, making all attempts to locate them using Spot Hidden *Difficult* when operating in snow.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d8, Shooting d8, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Camouflaged uniforms* (+2 to Stealth rolls), 2× *Stielhandgranate* (5/10/20, 3d6-2, Medium Burst Template), *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto).

Special Abilities

- **Alpine Expert:** experts in skiing and camouflage in alpine settings, *Gebirgsjäger* wear reversible uniforms in snowy conditions, giving them +2 on their Stealth rolls when operating in snow.
- **Experienced:** Spirit d8, Sanity: 6, Survival d8, Dodge, Marksman.
- **Elite:** Vigor d10, Fighting d8, Shooting d10, Parry: 6, Toughness: 7, Combat Reflexes, Improved Dodge.

BRANDENBURGER *(ELITE)*

Brandenburger are Germany's commandos, designed to operate in small units behind enemy lines, disrupting command and control functions. Specialists in small unit infiltration and sabotage, *Brandenburger* are organised along regional and language lines (for example, Baltic/Russian, French, English-speaking) which they use to great effect after the Normandy landings, posing as American troops to wreak havoc behind the American lines during the Ardennes offensive. Despite their successes and evident proficiency in unconventional warfare, the *Brandenburg* units eventually fall foul of internal Nazi politics and are transferred to the SD, who deploy them as elite conventional infantry. They perform a fighting retreat from the USSR, during which their units are effectively destroyed, with the survivors disappearing amidst the chaos of the Soviet advance into Germany.

Cth

STR 15	**DEX** 14	**INT** 13	**CON** 16
SIZ 14	**APP** 12	**POW** 12	**EDU** 11
SAN 40	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Climb 60%, Close Combat 55%, Demolitions 40%, Dodge 45%, Fieldcraft 50%, First Aid 40%, Heavy Weapons 40%, Listen 45%, Parachute 45%, Radio Operator 35%, Sabotage 35%, Scrounge 35%, Spot Hidden 45%, Throw 50%, Track 25%.

Language Skills: German (Own) 55%, English/Russian/French 55%.

Weapons: *Kar. 98k* (Bolt-action Rifle) 55%, damage 2D6+4, atts 1/2, base range 90 yds.

MP38 Maschinenpistole (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30 yds.

Sturmgewehr 44 (Rifle) 45%, damage 2D6+2, atts 1 or burst, base range 90 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Knowledge (Communications) d6, Knowledge (Demolitions) d6, Notice d6, Other Language (English/Russian/French) d8, Persuasion d8, Stealth d8, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Fanatic.

Edges: Commando, Demo Man, Scrounger.

Gear: *Kar. 98K Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *Sturmgewehr 44* (24/48/96, 2d8-1, RoF 3, Shots 30, AP 2, Auto).

Special Abilities

- **Experienced:** Spirit d10, Sanity: 7, Dodge, Rock and Roll!
- **Elite:** Vigor d10, Fighting d8, Shooting d8, Parry: 6, Toughness: 7, Combat Reflexes, Improved Dodge.

WAFFEN-SS *(VETERAN)*

Created as the armed wing of the SS, the *Waffen-SS* fights alongside the *Heer* regular army, although it is fully independent and answers to the political leadership of the Nazi party, rather than to the *Wehrmacht*. However, in tactical situations command is often given to the High Command of the Armed Forces (*Oberkommando der Wehrmacht*, or OKW).

Initially membership of the *Waffen-SS* is open only to Aryan Germans, mirroring Hitler's twisted racial ideology, but after 1940 Hitler authorises the formation of units comprised of largely foreign volunteers, particularly from the Eastern European nations (though Poles and Jews are permanently excluded).

Waffen-SS troops are, as a rule, fanatical in their Nazi beliefs and, as the war progresses, are responsible for some of the conflict's most terrible war crimes. Ruthless and disciplined soldiers, *Waffen-SS* units receive the best training, equipment, and vehicles, and are deployed as shock troops designed to shatter enemy lines. The *Waffen-SS* field a number of infantry regiments including regular infantry, pioneers, and *Panzer*grenadiere, as well as their own *Panzer* regiments—indeed, *Waffen-SS Panzer* regiments are assigned the majority of Tiger I and II tanks when they are fielded.

Game statistics for *Waffen-SS* formations are identical to their *Wehrmacht* counterparts (infantry, pioneers, or *Panzer*grenadiere). *Waffen-SS* troops, though, are more dedicated and fanatical and will be equipped with the best weapons and vehicles available.

> Specialists in small unit infiltration and sabotage, *Brandenburger* are organised along regional and language lines.

EINSATZGRUPPE *(VETERAN)*

The *Einsatzgruppen* are the vilest manifestation of the Nazi regime, and truly represent the black heart of their war machine. Formed in 1938 by Reinhard Heydrich, their initial function is to act as death squads, following regular troops into occupied territories and murdering anyone considered an enemy of the Nazi regime such as Jews, Poles, intellectuals, and Communists.

Utterly without mercy or humanity, the men of these murder squads are even more fanatical than the *Waffen-SS*, committing endless atrocities in the field as well as being instrumental in the policing of the concentration camps. Unsurprisingly, Black Sun have an affinity with the

Einsatzgruppen, regularly employing them for both defence and strike missions to further their diabolical aims. Investigators are most likely to encounter these brutes in the company of Black Sun, unless they are unfortunate enough to find themselves in one of the Nazi death camps where they will soon learn the depths to which these men will go in the name of the *Reich*.

Einsatzgruppen infantry game statistics are identical to regular infantrymen but, like the *Waffen-SS*, they are fanatical in their belief in the National Socialist dream.

SS SONDERKOMMANDO *(REGULAR)*

SS *Sonderkommando* units are temporary combat groups formed from existing SS units to accomplish specific objectives. Due to the fluid nature of these missions, SS *Sonderkommando* units are formed as required, and not even the SS leadership have a clear idea of how many units are in operation. While not strictly combat units, SS *Sonderkommandos* are often reinforced with elements of the *Waffen-SS* should their missions involve field operations and, like their *Waffen-SS* brothers, they are provided with any resources they require to fulfil their objectives. Black Sun and *Nachtwölfe* both make great use of SS *Sonderkommando* units, such as *Sonderkommando* H ("*Hexen*"), who Black Sun have officially tasked with uncovering evidence of the persecution of German witches by the Catholic Church during the Middle Ages. In reality, this mission is far more concerned with elucidating the rituals and practices of the witches themselves.

When encountered in the field, SS *Sonderkommando* units are often accompanied by Black Sun or *Nachtwölfe* operatives, acting as advisors to their commanders. In combat situations, they are always supported by *Waffen-SS* infantry. Wherever investigators encounter the SS *Sonderkommando*, it can be assumed that the Mythos is not far behind.

SS *Sonderkommandos* share identical game statistics with regular infantrymen, though they will often be accompanied by German intelligence officers, particularly from the SD (see **The Other Secret War**, p.59).

ALLIED FORCES

This section provides the Keeper with ready-made statistics for a variety of British, American, and French forces likely to be operational alongside investigators, or who might be encountered in the field during the course of their operations. The Keeper should feel free to change the statistics to reflect green or more seasoned troops, though as with German forces each gives a general indication of their experience level (see **On the Field of Battle** p.168 for ***Call of Cthulhu***; p.179 for ***Savage Worlds***).

American Forces

US INFANTRY *(REGULAR)*

In theory, the US Infantry is the backbone of the US Army, and is a flexible and effective combat force. Unfortunately, the Army's induction process, which tends to place higher intelligence and well-educated candidates into specialist units, can result in the infantry receiving poor quality

personnel. Coupled with the Army's counterproductive replenishment policy, these factors tend to produce under-performing and under-strength units.

Despite these failings, the US infantryman is well-equipped and well fed compared to other Allied or Axis troops, and can rely upon the largest support structure of any army, with ample air power, artillery backup, and first class medical care. Regardless of the failings in the Army selection process, the US infantryman is tough and resilient and should never be underestimated.

US INFANTRYMAN

Cth

STR 14 **DEX** 12 **INT** 10 **CON** 17
SIZ 14 **APP** 12 **POW** 11 **EDU** 11
SAN 50 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 40%, Dodge 45%, Drive Automobile 40%, Fieldcraft 40%, First Aid 30%, Heavy Weapons 35%. Listen 50%, Spot Hidden 40%, Throw 45%, Track 10%.

Language Skills: English (Own) 55%.

Weapons: *M1 Garand* (Semi-automatic Rifle) 45%, damage 2D6+4, atts 1, base range 110yds.

BAR 40% (Light Machine Gun), 2D6+4, atts 1 or burst, base range 90yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Steel Helmet* (+1, head only), *2× Mk.II Grenades* (5/10/20, 3d6, Medium Burst Template), *Knife* (Str+d4), *M1 Garand Semi-automatic Rifle* (24/48/96, 2d8, Shots 8, AP2, Semi Auto), *BAR Light Machine Gun* (30/60/120, 2d8, RoF 2, Shots 20, AP 2, Auto, Snapfire).

Special Abilities
- **Experienced:** Notice d8, Dodge, Rock and Roll!
- **Elite:** Spirit d8, Sanity: 6; Vigor d8, Toughness: 6, Combat Reflexes, Improved Dodge.

US INFANTRY OFFICER

Cth

STR 12 **DEX** 12 **INT** 13 **CON** 14
SIZ 14 **APP** 12 **POW** 13 **EDU** 13
SAN 55 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 30%, Command 40%, Dodge 40%, Drive Automobile 45%, Fieldcraft 40%, First Aid 35%, Listen 55%, Spot Hidden 45%, Tactics 35%, Throw 35%.

Language Skills: English (Own) 65%.

Weapons: *M1911A1 Pistol* (Handgun) 45%, damage 1D10+2, atts 1, base range 15yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5

Hindrances: none.

Edges: Command, Rank (Officer).

Equipment: *M1911A1 Pistol* (12/24/48, 2d6+1, Shots 7, AP1, Semi Auto).

Special Abilities
- **Experienced:** Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
- **Elite:** Smarts d10, Spirit d8, Sanity: 6; Knowledge (Battle) d10, Combat Reflexes, Inspire.

US AIRBORNE (VETERAN)

Formed in 1942 under the command of Major General Matthew Bradley, the 82nd Airborne Division is the first of its kind in the US military, followed shortly afterwards by the "Screaming Eagles" of the 101st Airborne. Composed of both paratroopers and glider infantry, US Airborne is initially intended as light infantry trained for air assault operations. However, as the war progresses its role expands, as do its capabilities, and they begin to field airborne engineers, anti-tank infantry, and their own mobile artillery battalions, equipped with the M1 75mm Pack Howitzer, parachuting their field guns in with the troops. Later, they expand the artillery to include M3 105mm Howitzers, flown into combat in glider transports.

US Airborne forces, all of whom are volunteers, are tenacious combatants, trained to drop into and hold strategic positions against enemy forces, but like all paratroopers they are not equipped for long-term battle, relying instead on relief by conventional ground forces.

Cth

STR 15 **DEX** 12 **INT** 12 **CON** 17
SIZ 12 **APP** 12 **POW** 11 **EDU** 11
SAN 50 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 40%, Close Combat 45%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 35%, Heavy Weapons 50%. Listen 50%, Parachute 50%, Spot Hidden 45%, Throw 50%, Track 20%.

Language Skills: English (Own) 55%.

Weapons: *M1A1 Carbine* (Rifle) 45%, damage 2D6+2, atts 1, base range 90yds.

Thompson (Submachine Gun) 45%, damage 1D10+2, atts 1 or burst, base range 30yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Notice d6, Repair d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Loyal.

Edges: Jump Qualified.

Gear: *Steel Helmet* (+1, head only), *M1A1 Carbine* (15/30/60, 2d6, Shots 15, Semi-auto), *Thompson Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 20, AP1, Auto).

Special Abilities

- **Experienced:** Fighting d8, Shooting d8, Parry: 6, Combat Reflexes, Dodge, Élan, Rock and Roll!
- **Elite:** Spirit d10, Sanity: 7; Improved Dodge.

The Devil's Brigade

Established in 1942, the First Special Service Force is unusual in that it is composed of both American and Canadian servicemen, organised into an elite commando unit intended for winter warfare and mountain combat operations. Originally the plan is for the unit to harass German forces in Norway, but due to changes in the course of the war, they first see combat in Italy in 1943, before going on to fight in southern France until they are disbanded in 1944.

Each member undergoes intensive training, including mountain warfare, jump training, hand-to-hand combat, and ski instruction before activation. With their role defined as winter combat, the unit is issued with a range of non-standard equipment, such as skis and winter clothing, alongside the M1941 Johnson machine gun; a light, accurate automatic rifle which they use rather than the standard Browning Automatic Rifle (BAR) for squad support.

US ARMY RANGERS (ELITE)

Formed in 1942, the Rangers are the American equivalent of the British Commandos, following the same live-fire training programme. The 1st Ranger Battalion first sees action in the disastrous Dieppe Raid only two months after the activation of the unit, before moving into North Africa, where it excels in night raiding behind enemy lines. Army Rangers are volunteers drawn from other Army units with an emphasis on physical discipline, tactical expertise, and combat ability, giving them the capacity to adapt rapidly to an ever-changing battlefield while working as close-knit teams.

Cth

STR 15	**DEX** 14	**INT** 13	**CON** 17
SIZ 14	**APP** 12	**POW** 13	**EDU** 11
SAN 55	**Hit Points:** 16		

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 50%, Demolitions 35%, Dodge 45%, Drive Automobile 45%, Fieldcraft 55%, First Aid 40%, Heavy Weapons 45%, Listen 55%, Parachute 40%, Sabotage 35%, Spot Hidden 55%, Throw 50%, Track 35%.

Language Skills: English (Own) 55%.

Weapons: *M1 Garand* (Semi-automatic Rifle) 55%, damage 2D6+4, atts 1, base range 110yds.

Johnson (Light Machine Gun) 40%, damage 2D6+4, atts 1 or burst, base range 110yds.

Thompson (Submachine Gun) 55%, damage 1D10+2, atts 1 or burst, base range 30yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Knowledge (Demolitions) d6, Notice d6, Stealth d8, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: none.

Edges: Commando, Demo Man, Scrounger.

Gear: *M1 Garand Semi-automatic Rifle* (24/48/96, 2d8, Shots 8, AP2, Semi Auto), *Johnson Light Machine Gun* (24/48/96, 2d8, RoF 3, Shots 25, AP 2, Auto), *Thompson Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 20, AP1, Auto).

Special Abilities

- **Experienced:** Spirit d10, Sanity: 7, Dodge, Rock and Roll!
- **Elite:** Vigor d10, Fighting d8, Shooting d8, Parry: 6, Toughness: 7, Combat Reflexes, Improved Dodge.

British Forces

At the outbreak of war, the British Army is a well-equipped, professional force designed for rapid mechanised warfare. However, the conservative thinking of the British and French High Commands reduces them to a defensive combat force, a move which proves fatal in the face of the German *Blitzkrieg*. After the miracle of Dunkirk, despite the loss of much of their armour and heavy equipment, the British are able to rearm through the aid of the American Lend-Lease Act and, once their US allies join the war, are able to truly take the fight back to the Germans.

BRITISH INFANTRY (REGULAR)

Despite the tendency of British officers to value consolidation and caution over risk-taking in battle, British infantrymen are tough and professional soldiers, displaying typical British reserve even in the midst of battle. While the British Army suffers a series of defeats during the early stages of the war, at no point in the course of the conflict are they routed, always ensuring an orderly retreat. The standard infantry weapon is the Lee Enfield rifle, though after encounters with the German MP38/40 submachine gun, some mixed units also field Sten guns to supplement their rifle firepower. A standard section carries a single Bren light machine gun as a support weapon, providing significantly more firepower than the US BAR. Early in the war, squads are provided with the Boys anti-tank rifle for anti-armour firepower, though this is later replaced by the more powerful PIAT launcher after 1943.

Cth

BRITISH INFANTRYMAN

STR 12	**DEX** 12	**INT** 11	**CON** 14
SIZ 14	**APP** 12	**POW** 13	**EDU** 11
SAN 55	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 40%, Dodge 45%, Drive Automobile 40%, Fieldcraft 40%, First Aid 30%, Heavy Weapons 35%. Listen 50%, Spot Hidden 40%, Throw 45%, Track 10%.

Language Skills: English (Own) 55%.

Weapons: *Lee-Enfield No.4 Mk.I* (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.I (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30yds.

Bren (Light Machine Gun) 40%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Steel Helmet* (+1, head only), 2× *36M Grenades* (5/10/20, 3d6, Medium Burst Template), *Bren Light Machine Gun* (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1).

Special Abilities

- **Experienced:** Spirit d8, Sanity: 6, Dodge, Élan.
- **Elite:** Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Improved Dodge, Rock and Roll!

BRITISH INFANTRY OFFICER

Cth

STR 11	**DEX** 12	**INT** 13	**CON** 13
SIZ 13	**APP** 12	**POW** 12	**EDU** 14
SAN 60	**Hit Points:** 12		

Damage Bonus: none.

Skills: Command 45%, Climb 30%, Dodge 40%, Drive Automobile 40%, Fieldcraft 40%, First Aid 40%, Listen 45%, Spot Hidden 45%, Tactics 45%. Throw 40%.

Language Skills: English (Own) 70%.

Weapons: *Webley .38/200 Service Revolver* (Handgun) 45%, damage 1D10, atts 2, base range 15yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Command, Rank (Officer).

Gear: *Webley .38/200 Service Revolver* (12/24/48, 2d6+1, Shots 6, AP 1, Revolver).

Special Abilities

- **Experienced:** Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
- **Elite:** Smarts d10, Knowledge (Battle) d10, Combat Reflexes, Inspire.

GUARDS UNITS (VETERAN)

The five infantry regiments of the Foot Guards: the Grenadier Guards, the Coldstream Guards, the Scots Guards, the Irish Guards, and the Welsh Guards, are amongst Britain's oldest and most prestigious regiments, having served with distinction in countless conflicts over the centuries. As such, they are the most senior and most experienced troops in the British Army, often used to spearhead attacks thanks to their fearsome reputations. When not on the battlefield, these units are tasked with ceremonial duties, such as the protection of the monarch, but in combat they are a force to be reckoned with.

Cth

STR 13	**DEX** 12	**INT** 11	**CON** 15
SIZ 15	**APP** 12	**POW** 13	**EDU** 11
SAN 55	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Climb 35%, Close Combat 50%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 40%. Listen 50%, Spot Hidden 40%, Throw 45%, Track 10%.

Language Skills: English (Own) 55%.

Weapons: *Lee-Enfield No.4 Mk.I* (Rifle) 45%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.I (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren (Light Machine Gun) 45%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: none.

Edges: Charisma, Elan.

Gear: *Steel Helmet* (+1, head only), *2× 36M Grenades* (5/10/20, 3d6, Medium Burst Template), *Bren Light Machine Gun* (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1), *Sten Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Experienced:** Shooting d8, Dodge.
- **Elite:** Vigor d8, Fighting d8, Parry: 6, Toughness: 6, Combat Reflexes, Improved Dodge, Rock and Roll!

ROYAL ENGINEERS (REGULAR)

Initially British engineer units are not equipped for direct assault, fielding standard rifles and two-inch mortars, neither particularly suited to obstacle and emplacement clearance. But, as their role expands, units are equipped with both flamethrowers and satchel charges for quickly destroying hardened positions. While the British do field commando and paratroop engineers more suitably equipped for assault, most Royal Engineer formations are intended for mainstream engineering activities such as bridging, mine clearance, and defence construction.

Cth

STR 12	**DEX** 12	**INT** 11	**CON** 14
SIZ 14	**APP** 12	**POW** 13	**EDU** 11
SAN 55	**Hit Points:** 14		

Damage Bonus: +1D4.

Language Skills: English (Own) 55%.

Skills: Climb 30%, Combat Engineer 45%, Close Combat 40%, Demolitions 35%, Dodge 45%, Drive Automobile 40%, Fieldcraft 40%, First Aid 30%, Heavy Weapons 45%. Listen 50%, Spot Hidden 40%, Throw 45%, Track 10%.

Weapons: *Lee-Enfield No.4 Mk.I* (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds.

"Lifebuoy" No.2 Mk.II (Flamethrower) 40%, damage 2D6+shock, atts 1, base range 60yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Demolitions) d6, Notice d6, Repair d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Mechanically Inclined.

Gear: *Steel Helmet* (+1, head only), *2× 36M Grenades* (5/10/20, 3d6, Medium Burst Template), *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1), *Lifebuoy" No.2 Mk.II Flamethrower* (Cone Template, 2d10, ignores armour).

Special Abilities

- **Experienced:** Spirit d8, Sanity: 6, Demo Man, Élan. **Elite:** Vigor d8, Toughness: 6, Knowledge (Demolitions) d8.

THE PARACHUTE REGIMENT (VETERAN)

More commonly known as the Paras, the Parachute Regiment is the airborne infantry of the British Army. Formed in 1940, the Paras first see action in North Africa and quickly establish a reputation for fearlessness and ferocity in combat. This is proven later in the war during the fateful Operation Market Garden, where, despite being surrounded and outnumbered by armoured elements of the *Waffen-SS*, they hold out heroically for several days in spite of only being equipped for short-term assault combat. Nicknamed the Red Devils thanks to their burgundy berets, the Paras' training focuses on physical fitness, marksmanship, and fieldcraft, making them a vital asset in any battle, seizing airborne bridgeheads and enemy emplacements with lightning speed. Like their American and German counterparts, the Paras field engineering and anti-tank squads to support operations.

Cth

STR 13 **DEX** 12 **INT** 11 **CON** 15
SIZ 15 **APP** 12 **POW** 13 **EDU** 11
SAN 55 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 35%, Close Combat 50%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 45%. Listen 50%, Parachute 50%, Spot Hidden 40%, Throw 45%, Track 10%.

Language Skills: English (Own) 55%.

Weapons: *Lee-Enfield No.4 Mk.I* (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.I (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren (Light Machine Gun) 50%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Repair d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Loyal.

Edges: Jump Qualified.

Gear: *Steel Helmet* (+1, head only), *Bren Light Machine Gun* (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1), Sten *Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Experienced:** Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Dodge, Élan, Rock and Roll!
- **Elite:** Spirit d10, Sanity: 7; Improved Dodge.

GHQ LIAISON ("PHANTOM") (ELITE)

Formed in 1939, Phantom is a secret reconnaissance unit intended to operate on the frontline and behind enemy lines to provide intelligence on Allied and enemy positions directly to the highest command in the theatre, bypassing the usual chain-of-command. Trained to eavesdrop on enemy communications and move unseen across the battlefield, Phantom proves invaluable in the days after the Normandy landings, providing detailed real-time intelligence regarding both enemy disposition and the locations of the numerous Allied units scattered in the chaos of the huge airborne assault that accompanies the beach landings.

Cth

STR 12 **DEX** 14 **INT** 11 **CON** 13
SIZ 12 **APP** 12 **POW** 14 **EDU** 14
SAN 55 **Hit Points:** 13

Damage Bonus: none.

Skills: Climb 40%, Close Combat 30%, Cryptography 35%, Dodge 40%, Drive Automobile 35%, Espionage 20%, Fieldcraft 60%, First Aid 35%, Listen 60%, Radio Operator 45%, Spot Hidden 55%, Telephony 35%, Throw 40%, Track 40%.

Language Skills: English (Own) 70%.

Weapons: *Sten Mk.I* (Submachine Gun) 55%, damage 1D10, atts 2 or burst, base range 30 yds.

Webley .38/200 Service Revolver (Handgun) 55%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Knowledge (Communications) d6, Knowledge (Cryptography) d6, Notice d8, Repair d6, Stealth d8, Shooting d8, Throwing d6, Tracking d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Loyal.

Edges: Jump Qualified.

Gear: *Steel Helmet* (+1, head only), *Webley .38/200 Service*

Revolver (12/24/48, 2d6+1, Shots 6, AP 1, Revolver), *Sten Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Experienced:** Smarts d8, Stealth d10, Dodge, Élan.
- **Elite:** Spirit d10, Sanity: 7; Improved Dodge.

COMMANDOS (ELITE)

The Commando, or Special Service, Brigades are the most influential Allied special forces formation in World War Two. Virtually all subsequent British special forces units derive from the Commandos. Only the Royal Marine Boom Patrol Detachment and the Long Range Desert Group are the exceptions to this, and even the LRDG's operational history is closely entwined with a Commando off-shoot: the Special Air Service. The Parachute Regiment, the Special Boat Section, the Special Air Service, and the US Army Rangers are all descended from the original Commandos.

The Commandos are formed, at Winston Churchill's insistence, in 1940 after the fall of Dunkirk as a means to take the war to the Germans and bolster morale at home. Volunteers for "special service" are called for from Army units in Britain, and by late 1940, over 2000 have come forward. In 1942, the Royal Marines are reorganised as Commandos, adding another nine battalions to the Commando battle force by 1944.

From 1940-1943, Commandos are used as small, highly mobile raiding forces, not intended to be in field for more than thirty-six hours. From 1943, the Commandos' role becomes that of spearheading Allied landing forces, a task they perform in the Operation Torch landings in Tunisia, the Allied invasion of Sicily, and the Normandy landings on D-Day, as well as leading offensives in Italy and northwest Europe.

Commando training is hard and intensive, and a Commando Training Depot is established in the Highlands of Scotland by 1942. The term "RTU", or "Return To Unit", originates with the failure to complete commando training. This tough, demanding tutelage becomes the basis of all special forces and Special Operations Executive (SOE) paramilitary training.

> Rumour has 30 Assault Unit bagging Nazi scientists ahead of the Americans in Germany in 1945.

Fitness is paramount, and marches and assault courses are heavily featured in the six week curriculum. The tutors are masters of unorthodox warfare, learnt from their experiences whilst serving in lawless Shanghai. The commando learns how fire a Thompson SMG effectively, kill a sentry silently, fight without weapons and win, strip, reassemble, and fire enemy weapons, climb mountains and navigate difficult terrain, use small boats, and blow things up. From 1943, forward observer and forward air control skills are added to the curriculum.

As well as the training and the opportunity for dangerous service, there are other perks of commando service: the soldier finds his own accommodation and does not stay in barracks, which many consider to be a welcome relief from the demands of Army life.

The following Commando units are of special note:

- No. 10 (Inter-Allied) Commando is a commando unit consisting of nationals from Axis-occupied countries, including Jewish Germans and Austrians serving under a *nom de guerre*. Never deployed as a whole unit, troops and individuals are detached for individual missions needing their linguistic or regional knowledge.
- No. 30 Commando (later 30 Assault Unit) is an intelligence gathering unit working in the vanguard of the Allied advance post D-Day. Staffed by Royal Navy officers and guarded by Royal Marine Commandos, the raiders are search specialists trained in the recognition of military technology and enemy documentation, safe cracking, and prisoner interrogation. Rumour has them bagging Nazi scientists ahead of the Americans in Germany in 1945.
- No. 62 Commando (or the Small Scale Raiding Force) is a small commando force under the control of the SOE (p.XX), carrying out cross-channel intelligence gathering raids, as well as equipment and tactics field-testing. It is an SSRF raid on Sark in 1942, where enemy prisoners are bound and later killed, that leads to Hitler's *Kommandobefehl*, or "Commando Order", demanding the execution of captured Allied raiders.

Cth

STR 13	**DEX** 13	**INT** 13	**CON** 15
SIZ 14	**APP** 12	**POW** 13	**EDU** 12
SAN 55	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 55%, Demolitions 35%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 45%. Listen 50%, Parachute 50%, Spot Hidden 40%, Swim 40%, Throw 45%, Track 20%.

Language Skills: English (Own) 60%.

Weapons: *Lee-Enfield No.4 Mk.I* (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.I (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren (Light Machine Gun) 50%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Boating d6, Driving d6, Fighting d6, Knowledge (Demolitions) d6, Notice d6, Stealth d8, Shooting d6, Survival d6, Swimming d6, Throwing d6, Tracking d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: none.

Edges: Commando, Demo Man, Scrounger.

Gear: *Bren Light Machine Gun* (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1), *Sten Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Experienced:** Spirit d10, Sanity: 7, Dodge, Rock and Roll!
- **Elite:** Vigor d10, Fighting d8, Shooting d8, Parry: 6, Toughness: 7, Combat Reflexes, Improved Dodge.

SPECIAL AIR SERVICE (ELITE)

The most famous of all of the British special forces units of World War Two, the original concept of the 'force multiplier' is at the core of all SAS operations. Lieutenant David Stirling conceives of a unit that can be inserted behind enemy lines by parachute or submarine, and can strike at vulnerable line-of-communication targets, such as airbases and fuel dumps, using surprise as a force multiplier to make up for the small number of men involved.

L Detachment Special Air Service is born in July, 1941, and goes on to score major successes in the North African campaign. Full details of the SAS' growth and successes, and its brother units, the Special Boat Section/Squadron, the Greek Sacred Squadron, and the Special Interrogation Group can be found in the *Achtung! Cthulhu: Guide to North Africa supplement*.

In 1943, 1 & 2 SAS are deployed to the Italian campaign. Whereas 1 SAS are used as shock troops, 2 SAS are deployed in offensive patrolling and reconnaissance ahead of the Allied advance, a role the SAS Brigade repeats in Northeast Europe in 1945.

In 1944, 1 & 2 SAS return to Great Britain to prepare for D-Day. The SAS has grown to five regiments, and formed the SAS Brigade under the command of 1st Airborne Corps. 3 & 4 SAS are Free French paratroopers and 5 SAS, Belgian paratroopers. Accompanying the Allied invasion of Europe, the SAS perform two types of mission: firstly, cutting enemy communications and providing intelligence; and, secondly, acting as fighting patrols which raid from bases behind enemy lines.

The fighting patrols use a variant of the famous SAS North African jeep: lightly-armoured Willys Jeeps armed with either two to five Vickers K guns, or a Bren, Bazooka, and 3" mortar setup, with enough fuel to give them a range of 650 miles. Surprise, firepower, and mobility are now the SAS' force multipliers.

Operations in France produce mixed results. Some are great successes but others are failures; one leaves fifty-three troopers unaccounted for. For the rest of the war, the SAS are used for reconnaissance, and for seizing important Nazi documents, individuals, and bridges ahead of the Allied advance. The SAS are the first Allied units into the Belsen and Celle concentration camps.

Cth **STR** 13 **DEX** 13 **INT** 13 **CON** 15
SIZ 14 **APP** 12 **POW** 13 **EDU** 12
SAN 55 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 55%, Demolitions 35%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 45%. Listen 50%, Parachute 50%, Spot Hidden 40%, Swim 40%, Throw 45%, Track 20%.

Language Skills: English (Own) 60%.

Weapons: *Lee-Enfield No.4 Mk.I* (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.I (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren (Light Machine Gun) 50%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Boating d6, Driving d6, Fighting d8, Knowledge (Demolitions) d6, Notice d6, Stealth d8, Shooting d6, Survival d6, Swimming d6, Throwing d6, Tracking d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 6.

Photo: Unknown — Italian soldier 1944 — Bundesarchiv, Bild 101I-316-1188-05 / CC-BY-SA

Hindrances: none.

Edges: Commando, Demo Man, Jump Qualified, Scrounger.

Equipment: *Bren Light Machine Gun* (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1), *Sten Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Experienced:** Spirit d10, Sanity: 7, Brawler, Dodge, Rock and Roll!
- **Elite:** Vigor d10, Fighting d10, Shooting d8, Parry: 7, Toughness: 7, Combat Reflexes, Improved Dodge.

RAF PILOT (REGULAR)

Most likely encountered by investigators when taking them where they need to be, or in the field having been shot down over enemy territory, the RAF pilot is a plucky and daring combatant. If downed, he is a force to be reckoned with even without his aircraft, having eluded capture by the Germans to work with the French Resistance until arrangements can be made to return him home. Though lightly armed and at constant risk of detention, the men of the RAF maintain their typically-British sense of humour and adventure. Even after capture, these men refuse to capitulate, forming escape committees and making it their responsibility to cause as much trouble as they can for their German captors, as illustrated by the antics of the men incarcerated at Colditz Castle (p.XX).

Cth

STR 11 **DEX** 15 **INT** 14 **CON** 12
SIZ 11 **APP** 12 **POW** 13 **EDU** 12
SAN 55 **Hit Points:** 12

Damage Bonus: none.

Skills: Dodge 40%, First Aid 35%, Fieldcraft 25%, Listen 43%, Navigate 45%, Parachute 25%, Pilot (Single-engine/Bomber) 55%, Spot Hidden 45%, Radio Operator 45%, Throw 30%.

Language Skills: English (Own) 60%.

Weapons: *Webley .38/200 Service Revolver* (Handgun) 35%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Knowledge (Bombardier) d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Rank (Officer) or Rank (NCO).

Gear: *Knife* (Str+d4), survival kit, flight helmet, goggles.

Special Abilities

- **Experienced:** Agility d8, Notice d8, Piloting d8, Shooting d8, Alertness.
- **Elite:** Agility d10, Smarts d8, Knowledge (Battle) d8, Piloting d10, Ace, Killer Instinct.

ROYAL NAVY DIVERS (VETERAN)

Emulating the daring Italian *Uomini Rana* ("frogmen"), the Royal Navy establishes their own diving specialists for operations against enemy shipping, and for the clearance of naval mines and ordnance. Though early diving equipment is relatively primitive, the invention of self-contained underwater breathing apparatus (SCUBA) by the Americans in 1942 greatly expands their capabilities, allowing them to extend the time spent under water. One of the main responsibilities of these brave men, aside from mine clearance and detection, is the protection of Allied vessels in port against enemy divers, particularly elite Italian divers in the Mediterranean.

Cth

STR 14 **DEX** 15 **INT** 13 **CON** 16
SIZ 11 **APP** 12 **POW** 13 **EDU** 12
SAN 55 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Damage Control 25%, Demolitions 45%, Diving 55%, Dodge 40%, First Aid 45%, Fieldcraft 25%, Listen 23%, Navigate 35%, Rope Use 35%, Spot Hidden 45%, Throw 30%.

Language Skills: English (Own) 60%.

Weapons: *Webley .38/200 Service Revolver* (Handgun) 40%, damage 1D10, atts 2, base range 15 yds.

Knife 45%, damage 1D4+2+db, atts 1, base range touch.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Knowledge (Demolitions) d6, Knowledge (Navigation) d6, Notice d6, Shooting d6, Stealth d6, Swimming d8, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Frog Man.

Gear: *Knife* (Str+d4), *Webley .38/200 Service Revolver* (12/24/48, 2d6+1, Shots 6, AP 1, Revolver).

Special Abilities

- **Experienced:** Vigor d8, Fighting d8, Parry: 6, Toughness: 6, Squid, Demo Man, Élan.
- **Elite:** Spirit d8, Sanity: 6, Swimming d10, Dodge.

French Forces

Despite later stereotypes of the French following their surrender to German forces in the aftermath of the Battle of France, the French Army fights with bravery and valour against the invaders, and were it not for the sacrifices of the French soldiers who opt to remain behind and slow the German advance, the miracle of Dunkirk would, quite probably, never have occurred. Germany seizes approximately two million French prisoners of war after the surrender, though a third of these men are released on parole. Those remaining in captivity are kept in camps in Germany, with many enlisted men being forced to work in German agriculture and industry. Of those who are rescued at Dunkirk, several thousand go on to form the core of the Free French Army, which fights with unreserved ferocity against those who have desecrated *la Belle France*.

> Despite later stereotypes, the French Army fights with bravery and valour against the invaders.

FRENCH INFANTRY (REGULAR)

Like the British, the French are loath to enter another war, with the memory of the horrors of the Great War still far too fresh in their memories. Despite this reticence, the French Army in 1939 is considered to be one of the strongest in the world, though, as is clearly demonstrated in 1940, it suffers several fatal weaknesses, not least of which is the conservative and outdated thinking of its officer corps. The French Army numbers 900,000 men in 1939, with an additional five million reservists, but the French high command is preoccupied with defensive strategies, failing to take the offensive which could have significantly altered the outcome of the Battle of France.

Prior to 1940, the French infantry are equipped with the bolt-action Berthier Rifle and the FM29 LMG, a 7.5mm weapon noted for reliability and its rugged design, based on the American BAR.

Cth

STR 12 **DEX** 12 **INT** 11 **CON** 14
SIZ 14 **APP** 12 **POW** 13 **EDU** 10
SAN 55 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 40%, Dodge 45%, Drive Automobile 40%, Fieldcraft 35%, First Aid 30%, Heavy Weapons 35%. Listen 40%, Spot Hidden 40%, Throw 45%, Track 15%.

Language Skills: French (Own) 50%.

Weapons: *Berthier* (Rifle) 40%, damage 2D6+2, atts 1/2, base range 90yds.

FM29 (Light Machine Gun) 2D6+4 35%, damage 2D6+4, atts 1 or burst, base range 110yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Steel Helmet* (+1, head only), *FM29 Light Machine Gun* (30/60/120, 2d8, RoF 2, Shots 25, AP 2, Auto, Snapfire), *Berthier Rifle* (24/48/96, 2d8, Shots 5, AP 1).

Special Abilities

- **Experienced:** Spirit d8, Sanity: 6, Dodge, Élan.
- **Elite:** Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Improved Dodge, Rock and Roll!

FREE FRENCH FORCES (VETERAN)

Of the 140,000 French soldiers rescued at Dunkirk, the majority choose to return to France and likely captivity rather than desert their country in its hour of need. However, several thousand choose to remain in Britain and go on to form the core of the Free French Forces. Equipped and trained with British and American equipment, these tenacious and ruthless fighters serve with distinction throughout the war, driven to great extremes of bravery and personal risk by the knowledge that their beloved France lies beneath the jackboot of Nazi oppression. Members of the Free French Forces serve alongside the RAF during the Battle of Britain, battling the *Luftwaffe* over the fields of southern England, while on the ground they form several specialist units, including contingents of the SAS, who drop into France during the Normandy invasion to wreak havoc behind German lines.

Cth

STR 13	**DEX** 12	**INT** 12	**CON** 14
SIZ 14	**APP** 12	**POW** 13	**EDU** 11
SAN 55	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 45%, Dodge 45%, Drive Automobile 40%, Fieldcraft 35%, First Aid 30%, Heavy Weapons 40%. Listen 40%, Spot Hidden 40%, Throw 45%, Track 25%.

Language Skills: French (Own) 60%.

Weapons: *Sten Mk.I* (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren (Light Machine Gun) 50%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Vengeful, Vow (Throw the Germans out of France).

Equipment: *Steel Helmet* (+1, head only), *Bren Light Machine Gun* (40/80/160, 2d8, RoF 3, Shots 30, AP 2, Auto, Snapfire), *Sten Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Experienced:** Spirit d10, Sanity: 7, Dodge, Élan.
- **Elite:** Vigor d8, Fighting d8, Shooting d8, Parry: 6, Toughness: 6, Combat Reflexes, Improved Dodge, Rock and Roll!

CHAPTER 4

The Other Secret War

"The enemy knows all our secrets and we know none of his."
- Admiral Karl Dönitz

A key factor in any fight for world supremacy is the use, and some might say misuse, of espionage. The Secret War is no exception, and although some secrets are undoubtedly greater than others, many organisations use the Second World War to perfect their information gathering techniques.

This chapter looks at the history of the everyday British, American, French, and German intelligence services. Those involved in prosecuting the true Secret War are dealt with in more detail in **Chapter 5: Secret and Occult Societies**.

BRITISH INTELLIGENCE

The Great Game

The British have, without a doubt, the longest history of the use of espionage to further their political, military, and even economic goals. As early as the reign of Queen Elizabeth I, her Privy Counsellor Sir Francis Walsingham employed a network of foreign and domestic agents to gather intelligence, and through them uncovered several plots against the Queen. Using this tangled web, Walsingham's greatest achievement was to lure Mary, Queen of Scots, Elizabeth's cousin and challenger to the English throne, to implicate herself in a plot to assassinate the Regent, ultimately leading to her execution. Meanwhile, the infamous occultist and astrologer Dr. John Dee employed his shadowy skills in the service of the crown, both developing ciphers and personally conducting missions to the continent under the guise of his own scientific investigations.

British intelligence services continue to operate on an essentially informal basis throughout the following centuries, primarily through a network of diplomats and military attachés. Though Wellington employs Exploring Officers to gather intelligence in occupied Spain with great success during the Peninsula War against Napoleonic France, little support exists for an official intelligence service, and most operations are disbanded during peacetime. While officers of the Royal Navy are expected to report any information pertaining to potentially hostile enemy activities, most subsequent intelligence activities are performed by enthusiastic amateurs driven by a sense of duty and patriotism, rather than by official agents.

As industrialisation changes the nature of warfare, the failures of the Crimean War illustrate the need for more organised information gathering, and by the late 19th Century British Intelligence has been formalised by the War Office and the Admiralty, which form their own branches in 1873 and 1882 respectively.

In 1909, the War Office authorises the establishment of the Secret Service Bureau (SSB) to coordinate the ever-expanding role of the intelligence community. Organised in a series of military intelligence departments and identified by a number with the prefix "MI", the men (and later women) of the SSB are drawn from the ranks of the Army, Navy, and the Metropolitan Police, and serve with distinction during the Great War. Although the SSB continues to operate after the Armistice in 1918, its capabilities are seriously depleted through a mixture of political infighting, economic hardship, and good old British bureaucratic red tape.

Even though several departments of the SSB are dissolved during the inter-war period, the Secret Intelligence Service (MI6) and Security Service (MI5) continue their work, despite MI5's disastrous infiltration operations during the Irish War of Independence.

At its height, the SSB consists of the following departments, some of which continue to operate throughout the war, while others are absorbed by the newly established wartime intelligence departments such as the Special Operations Executive (SOE) and the Political Warfare Executive (PWE):

MI1

Codes and Cyphers, with responsibility for code-breaking and encryption. This department is disbanded in 1919 and along with Naval Intelligence's "Room 40" goes on to form the Government Code and Cypher School (GC&CS), based at Bletchley Park from 1939.

MI2 & MI3

Both provide geographic information on foreign countries, though due to duplication of their roles the two departments are merged in 1941.

MI4

Responsible for obtaining aerial reconnaissance in conjunction with the RAF, as well as the interpretation of imagery, MI4 is disbanded in 1943 when all aerial photography is transferred to the Air Ministry.

QWERTZUIO
ASDFGHJK
PYXCVBNML

Photo: Walther – Enigma Machine – Bundesarchiv, Bild 183-2007-0705-502 / CC-BY-SA.

MI5

The Security Service, responsible for internal security and counter-espionage. Due to their role in the detection and neutralisation of enemy agents in British Territories, MI5 has close ties with Special Branch whose officers they often accompany, or present themselves as, in the conduct of their work.

MI6

The Secret Intelligence Service (SIS), with jurisdiction over the collection of foreign intelligence. MI6 maintains oversight on many other departments, particularly MI1. The German occupation of much of western Europe has seriously depleted their network of agents, and the establishment of the SOE in 1940 causes further problems as the two departments often find their operations overlap.

MI7

Tasked with the analysis of foreign propaganda and, according to some, the dissemination of propaganda in occupied territories, MI7's work is closely linked with that of the PWE (see p.54).

MI8

MI8 is the designation for the Radio Security Service (RSS), responsible for monitoring and analysing radio transmissions for enemy activity, particularly those thought to emanate from within the British Isles. Initially working from the vacated Wormwood Scrubs Prison in southwest London, MI8 is instrumental in establishing radio direction finding stations in remote parts of the British Isles to monitor for such enemy signals; these are mostly manned by amateur radio enthusiasts.

MI9

Responsible for providing assistance to Resistance fighters in German occupied territories and providing support and aid to British prisoners of war. MI9 is at the forefront of Britain's "unorthodox" war, employing stage magicians and members of the criminal fraternity, such as forgers, to produce fake documents and other devices designed to aid Allied soldiers held by the Germans in their escape attempts.

MI10

Established to analyse captured German weapons and equipment, the laboratories and workshops of MI10 are some of the most heavily guarded facilities in Britain, even more so since MI10 has taken such a keen interest in the development of *Nachtwölfe* and the new technology it is fielding for the Axis. MI10 is actively attempting to reverse-engineer this technology in the hope of finding a defence against *Nachtwölfe's* monstrous advances.

MI11

MI11 provides security for military personnel, protecting them from enemy agents operating in the civilian populations. Closely linked with the main Corps of Military Police in Mytchett, Hampshire, and the Special Service Brigades, their role is a mixture of espionage and counter-espionage, focusing on the protection of military garrisons and forces in the field.

MI12

In conjunction with the Ministry of Information, MI12 is responsible for all aspects of military censorship, including the correspondence of military personnel and material provided to the national press.

MI13

Technically the MI13 designation is not actually assigned to a specific department, but along with MI18 is occasionally used as a cover by other departments within the intelligence community, such as Section D and Section M, when their own activities need to be disguised for political reasons.

MI14

MI14 specialises in intelligence regarding Germany, providing analysis of military, economic, and political activity within the country's borders.

MI15

Originally responsible for handling aerial photography, a function it shared with MI4. When the Air Ministry takes over the role of coordinating aerial reconnaissance, MI15 is reassigned to focus their intelligence gathering on enemy air defences and provides invaluable support to Bomber Command during the bombing campaigns against Germany's industrial centres.

MI16

Formed in the closing stages of the war, MI16 is established to gather scientific intelligence and identify persons of interest within the German scientific community. MI16 provides significant support to attempts to spirit away Germany's rocket scientists before the Soviets can capture them.

MI17

MI17 is the secretariat providing clerical and administrative support for the other departments. It is said that if MI17 have no records of a subject then it probably doesn't exist, officially or otherwise.

MI18

See **MI13**.

MI19

Originally a sub-section of MI9, MI19 is established as an independent department in 1940 to interrogate captured enemy prisoners of war. Operating from an unassuming Georgian residence in Kensington, MI19's exact activities are kept classified, quite probably as a result of rumours that torture is employed, particularly against members of the SS and *Gestapo* captured by Allied forces.

The Road to War

With the spectre of war looming over Europe and efforts to maintain peace crumbling, steps are taken to establish new intelligence departments specifically geared towards combating German aggression. The first of these, established in 1938 by the Foreign Office, is Department EH, named after Electra House, the office building in London's Moorgate which acts as its headquarters. Charged with the creation and dissemination of propaganda, Department EH is kept at arm's length by the Foreign Office which prefers not to be directly linked to such un-gentlemanly conduct. Overall EH's work is unsuccessful and, with the Fall of France, their main distribution point is compromised, leading to the department's decline.

With the Fall of France, Churchill demands that a single sabotage organisation be established with instructions to "set Europe ablaze".

Following the creation of Department EH, MI6 forms their own section, christened Section D, to develop techniques for sabotage and irregular warfare for use against the Germans. Later in 1938 the War Office, growing increasingly concerned at the thought of a potential German invasion, establishes MI-R (Research), intended to conduct research into guerrilla warfare methods, particularly for use by regular troops.

Working on shoestring budgets and with little official support, these three departments regularly work at cross-purposes, with Section D and Department EH duplicating propaganda operations. Results from these offices are mixed, with Section D unsuccessful in their early sabotage missions, including an abortive attempt to mine the Iron Gates on the River Danube—a major route for raw materials needed by the Nazi industrial base. MI-R shows greater success, producing handbooks and instruction in the use of guerrilla warfare techniques, as well as being instrumental in the formation of the Independent Companies that go on to form the basis of the Commandos. MI-R's work also helps to establish training for the Auxiliary Units, Britain's resistance army, created under Winston Churchill's orders, to act in the event of a successful German invasion.

With the Fall of France and the Low Countries, and the desperate yet miraculous evacuation of British, French, and Belgian forces at Dunkirk still fresh wounds, Churchill demands that a single sabotage organisation be established with instructions to "set Europe ablaze". This leads to the integration of Section D, Department EH, and MI-R, with

Churchill's Toyshop and the Wheezers & Dodgers

Alongside their colleagues at the Admiralty's Department of Miscellaneous Weapons Development (DMWD), affectionately known as the Department of Wheezers and Dodgers, Ministry of Defence 1 (MD1) is the British weapons research and development team, based in Whitchurch, Buckinghamshire. At Churchill's insistence, MD1 operates separately from the SOE, whose own research team, Station IX, focuses on the production of materials for their own commando missions. As a result, the team falls under the authority of the Ministry of Defence and, therefore, Churchill (who is both Minister of Defence and Prime Minister).

Charged with the invention of new equipment for both the regular armed forces and the "irregular" forces operating behind enemy lines, MD1 primarily develops conventional weapons such as the "sticky bomb", the ubiquitous time pencil detonator fuse, the limpet mine, and the PIAT anti-tank weapon. The spring-loaded mechanism of the PIAT still has a few kinks to iron out, though, particularly as it has a habit of snipping the firer's fingers off if handled carelessly. Later in the war, as evidence of *Nachtwölfe's* activities become apparent on the battlefield MD1, alongside their colleagues at Clemens Park (p.XX), begins to experiment with more unconventional research of a much deadlier and disturbing nature.

Like the boffins at MD1, the DMWD work day and night to develop new weapons and defences, though with more focus on the Admiralty's needs. Some of their projects, such as the Panjandrum rocket-propelled defence-clearing weapon, meet with limited success, but later developments, like the Mulberry floating harbour, are essential to successfully reinforcing the Normandy beachheads.

Their research into the degaussing of ships' hulls to protect against magnetic mines (and other rumoured dangers) has proved invaluable, even though some of the formulae and equations used have caused a degree of disquiet among the more nervous members of the establishment.

Both MD1 and DMWD are keen for any new information regarding German technology, particularly that originating from the workshops of *Nachtwölfe*.

The Two Electra Houses

The original Electra House, situated on the corner of City Road and London Wall, is housed in the headquarters of the Cable and Wireless Company, which operates almost half of the world's 350,000 miles (564,000km) of telecommunication cabling and provides the British Government with valuable intelligence, passing copies of all transmissions to the relevant departments for analysis. The building is badly damaged during the Blitz, causing operations to be transferred to a newly-built facility on Victoria Embankment.

This new Electra House is heavily reinforced and is supposedly bomb and gas-proof, a claim proven by a subsequent strike against it by a V1 flying bomb in 1944. The bomb demolishes the Chairman's flat on the top floor, but otherwise causes little significant damage and the cable routing circuits are unaffected.

During construction of the new Electra House, a series of secret conduits are laid, connecting it to the Central Telegraph Exchange at Moorgate, which allows British Intelligence to monitor the telephone lines of every foreign embassy in London. Rumours of deeper tunnels being discovered beneath the old Moorgate site are suppressed by the British, fearful that the workmen's tales of something living below the site in the darkness could rattle the nerves of those working there.

the exception of Research's special weapons team, later known as MD1 or "Churchill's Toyshop".

In July 1940, the Special Operations Executive (SOE) is born, merging the three organisations into its three main branches - SO1 (Propaganda), S02 (Active Operations), and S03 (Planning)—though within a year, ministry infighting sees SO1 reborn as the independent Political Warfare Executive (PWE) under the direct control of the Foreign Office. SO3 is quickly swamped by paperwork and bureaucracy, and is eventually merged into SO2.

The Special Operations Executive

Despite its early reorganisation and the departure of SO1, the SOE is quickly able to concentrate its resources on active operations; training and running agents in neutral and enemy territory. Ideally, each country is under the control of a single Section, though in some territories the SOE is forced to establish multiple sections to ensure the smooth management of operations involving politically polarised resistance groups. Many of the occupied territories had been hotbeds of political intrigue prior to their invasion, with Communists, Nationalists, and many other factions vying for control. The SOE is painfully aware of the sensitivities of these different groups, and the last thing it needs is open hostility between them, resulting in a careful balancing act to guarantee cooperation from all parties. In the case of France, six Sections are required to ensure operations can be conducted without disruption.

Under the command of the grim but determined Sir Frank Nelson, the SOE establishes its headquarters in the Metropole Hotel, Whitehall Place, but following concentrated bombing of Central London, the organisation moves to offices on Baker Street, Marylebone, earning the SOE the first of several nicknames: “The Baker Street Irregulars”. Their acquisition of a number of great estates around the UK for training purposes later earns them their second name: “Stately ‘Omes of England”.

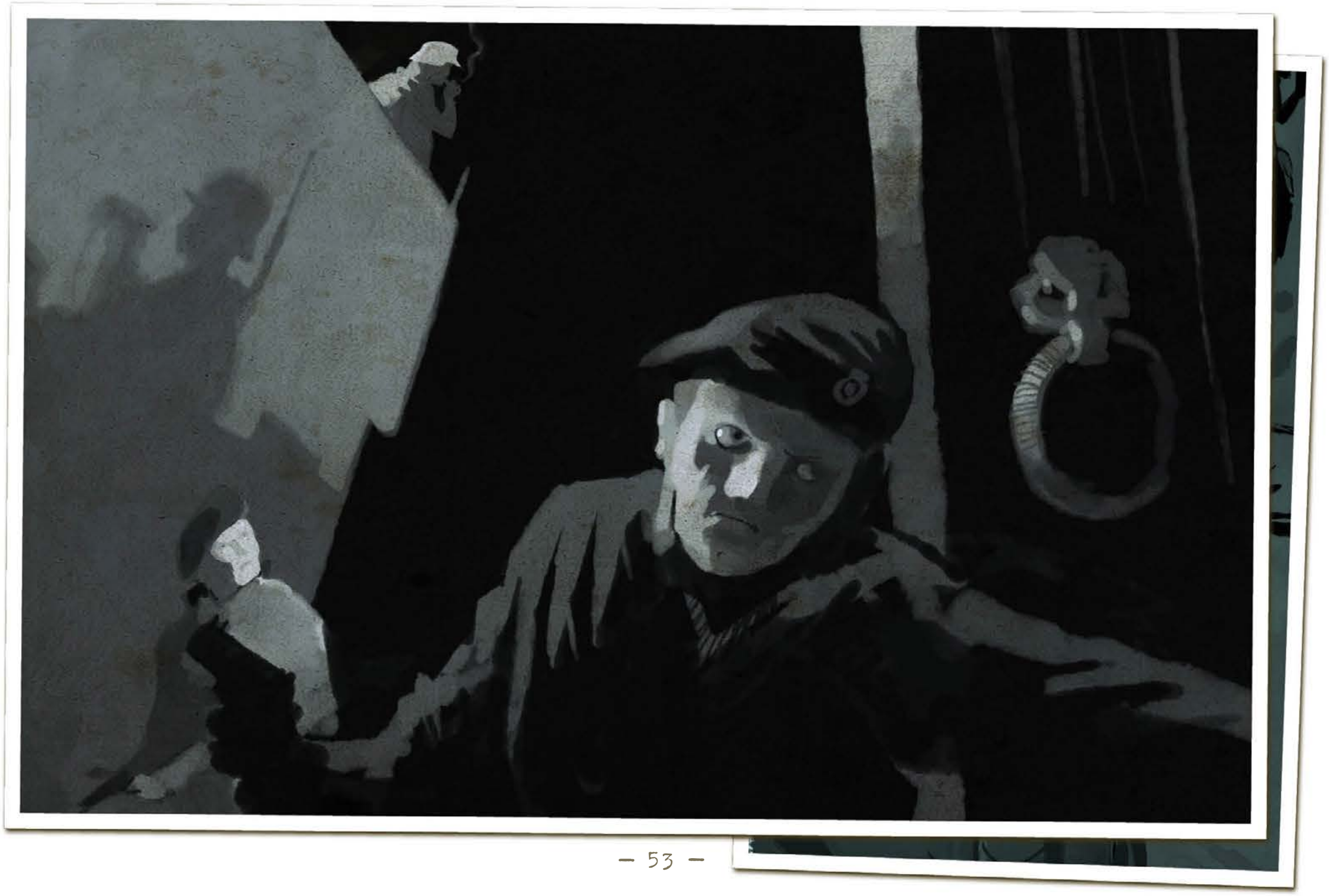
The SOE’s main task is the sabotage and subversion of the German war effort, targeting rail networks, industrial targets, and the Nazi military infrastructure, to hamper their operations. As the war progresses, the focus of their attacks changes, beginning with raids against fuel stocks then, as the German Navy becomes more of a threat, targeting U-boat facilities. With plans for the Second Front developing, the SOE begins attacks against transport networks, particularly bridges and major roads, forcing German troops to travel on smaller country roads where they present an easier target for ambush by resistance forces.

Despite having few agents in the occupied territories upon its foundation, the SOE has created a robust network of spies, informers, and saboteurs across Europe. Unlike many other services, the SOE are less reliant on the “Old Boys’ Network” of public school acquaintances, instead drawing on all sections of British society to fill their ranks, even the criminal fraternity. In the eyes of the SOE, a solid understanding of the country in which they plan to operate and the language of that nation is considered key to their success, with those possessing dual nationality being particularly sought after. Due to this requirement, the SOE fields a high number of soldiers living in exile from their occupied nations, bringing with them both their military and cultural knowledge.

New recruits undergo an intensive training program, encompassing armed and unarmed combat, security, and “tradecraft”, to ensure they have the best chance possible to remain undetected by the enemy while working in the field. Additionally, they are taught demolition and sabotage techniques, radio operation, cryptography, and the essential parachute course. The training schools also provide basic operative instruction for those members of the Political Warfare Executive who are expected to work behind enemy lines, supporting the underground press in occupied territories and analysing local public opinion to ensure their messages are correctly targeted.

The SOE is one of the few arms of the British military that accepts women for field work, and where they receive the same training as their male counterparts. Though the majority of women employed by the SOE work as secretaries, a large number serve as wireless operators, maintaining the vital lines of communication with agents in the field, and many become undercover agents, with forty-nine female operatives assigned to France alone.

The SOE’s activities in Europe have caused considerable friction with MI6, who consider the new agency’s activities to be a threat to their traditional intelligence gathering operations in the occupied territories. Though the SOE’s sabotage



missions do increase the danger faced by MI6 operatives as the *Gestapo* increase their surveillance, much of their complaining is in truth driven by inter-departmental rivalry and competition for both agents and resources. The SOE have also ruffled the feathers of the RAF, complaining on a regular basis that the inaccuracy of their bombing raids creates increased tension with local populations.

The SOE's relationship with Section M has so far been one of mutual support. Even the SOE, with their unorthodox experiences, realise that there are some situations they are not equipped to handle, and they regularly call on the services of Section M when matters prove to be beyond their understanding. As evidence emerges of the Nazis' unholy alliance with the Order of the Black Sun, the SOE and Section M begin to share information, though Section M tends to provide this knowledge on a strictly need-to-know basis, and their agents take precautions to ensure their SOE counterparts are not exposed to the full horror of the war they are fighting. SOE agents who learn too much of the true shadow war being fought across the world are quietly inducted into the ranks of Section M to ensure their activities remain clandestine, even to their own people.

After the United States joins the war against Germany, the SOE establishes a partnership with their opposite numbers in the newly formed Office of Strategic Services (OSS). Though the OSS remit extends beyond the SOE's to encompass propaganda and intelligence gathering, the two agencies quickly develop a good working relationship in the field, mounting a number of joint operations as the war progresses. The partnership between the SOE and the OSS is mirrored by Section M and its American equivalent, Majestic. Unlike the traditional intelligence agencies, these new departments have been compelled to join forces, initially as a result of the hostility they encounter from the older agencies, but now due to the realisation of the true nature of the forces which Hitler's flunkies have unleashed on the world.

The Political Warfare Executive (PWE)

Formed in 1941, the PWE is responsible for the creation and broadcast of white (based on truth) and black (based on falsehood) propaganda, aimed at demoralising enemy forces in occupied Europe. Staffed primarily by members of SO1, the SOE's former propaganda section, the PWE employs a range of media to broadcast its messages, including establishing clandestine radio stations, printing underground newspapers, and distributing leaflets and newsletters in occupied nations, to sow discord and doubt among German forces while maintaining the morale of the local populations. Due to its need for individuals with journalistic skills as well as intelligence experience, the PWE also recruits widely from the British Broadcasting Corporation (BBC) and maintains offices in the BBC's Bush House, giving it access to the broadcaster's radio services and transmitters. To maintain its secrecy, the PWE operates in public under the cover of the Political Intelligence Department.

The London Controlling Section (LCS)

Realising the value of deception as a weapon, the British have established the London Controlling Section to formalise plans to deceive Germany on a strategic scale, with a view to causing them to alter their own tactics based on campaigns of misinformation and misdirection. Using techniques ranging from the simple communication of misinformation to more complex deceptions, the LCS has successfully and repeatedly fooled German intelligence into altering its military plans. One of its most fruitful bluffs is the creation of a wholly fictitious "First US Army Group" in the lead-up to the Normandy landings as part of the wide-reaching Operation Bodyguard.

US INTELLIGENCE

Although the United States has maintained an intelligence capability since the formative years of the nation, it is only in the late 19th Century, with the formation of the Office of Naval Intelligence (ONI) and the Army's Military Intelligence Division (MID; more commonly known as G-2) that military intelligence and espionage is formalised. ONI continues to fulfil its role, providing intelligence regarding technological and geopolitical developments around the world throughout the Great War and into the Second World War (see p.56), while MID undergoes a number of reorganisations, eventually becoming the Military Intelligence Service and forming the Fourth Army Intelligence School one month before the Japanese attack on Pearl Harbor. Both services are primarily intelligence gathering agencies with little espionage or counter-espionage capability (counter-espionage being the remit of the FBI; see p.56), a fact that becomes a growing concern for President Franklin D. Roosevelt.

Under advice from William Stephenson of the British Security Co-ordination Office (Britain's senior intelligence representative in America), and fearful of potential Fifth Columnists operating within his own borders, Roosevelt commissions William "Wild Bill" Donovan to draft a strategy for the creation of a central intelligence service capable of undertaking the type of special operations that the war in Europe would require if the United States were to enter it. Based on the strength of his report, Donovan is appointed Coordinator of Information (COI) in 1941, and by mid-1942 the Office of Strategic Services is founded with the task of collecting and analysing strategic intelligence, as well as undertaking special operations outside the jurisdiction of the existing agencies.

The Office of Strategic Services

Like its British counterpart, the OSS engages in espionage and sabotage, alongside maintaining a wider responsibility for the broadcasting of black propaganda. The OSS also suffers the same "old school" rivalry faced by the SOE, with the FBI, the MID, and the ONI all protecting their existing areas of command jealously from this upstart organisation. As a result, Donovan focuses the OSS on active operations in the field, with OSS agents at work in every theatre of war they can reach.

The OSS has learned much from their close contact with the British intelligence services and the relationship between them and the SOE works well. When the original COI office opens in London in November 1941, they quickly realise that the British can provide them with the training, information and, most importantly, experience their new operatives need. In return, the SOE gains access to the relative wealth of resources available to the OSS.

Initially, the relationship between the two agencies is hindered by British concerns that the inexperienced Americans will jeopardise their existing operations in Europe, while the OSS themselves are concerned that their new department is over-reliant upon another agency. However,

Section F

Section F can best be described as the secret section of the SOE, kept classified in order to prevent General Charles de Gaulle from learning of its existence. His intention to lead France after the war has raised concerns among the Allies, so Section F is established to operate without his knowledge within occupied France. A second section, referred to as RF Section and known to de Gaulle (who supports its actions), operates alongside Section F. The General eventually discovers the existence of Section F, shattering any trust he had for the British.

Section F operates a system of "circuits" to manage operations, consisting of a core group of three agents: a leader responsible for organisation and field recruitment, a wireless operator to maintain communications with London, and a courier to gather the intelligence produced by local groups. Only the couriers have regular contact with field agents, a system intended to prevent the discovery or capture of one circuit from compromising other circuits. Initially, the core teams tend to be British agents, but as the war progresses, French agents, recruited by the original circuits, increase in number.

The casualty rate among French agents is incredibly high, partly due to lax security but also due to the ruthless investigations of the *Gestapo*. Early in the war, much of Section F's activities focus on recruitment of new agents, and they barely manage to prevent the collapse of the network in France. However, by 1944, through the tenacity and heroism of these men and women, the SOE's network in France is able to wreak chaos in the days leading up to the Normandy landings, as they cut communications lines and sabotage transport links to disrupt German defences and allow the Allies to establish their beachhead.

as the two organisations share sacrifices, failures, and successes in the field, a bond of comradeship soon develops, no doubt further assisted by the close working relationship between their Mythos-combating brethren in Section M and Majestic.

The staff of the OSS is drawn from the officers and enlisted men of the armed services; civilians who possess the skills and contacts needed for operations are also recruited and given an appropriate military rank. US Army and Army Air Force personnel form approximately two-thirds of its strength; civilians form a further quarter, with the remainder being taken from the Navy, Marines, and US Coast Guard. Like the SOE, the OSS has a large female contingent: around 4,500 of its 13,000 personnel; 900 of whom serve in overseas operations.

The Office of Naval Research (ONR)

The ONR originates from the Naval Research Laboratory, founded in 1923 and based on Thomas Edison's vision for a laboratory to develop new techniques and technologies for naval and military application. Originally, the Laboratory consists of two departments: Radio and Sound. Initially researching high-frequency radio and underwater sound, by the start of World War Two the facility has expanded to include Physical Optics, Chemistry, Metallurgy, Mechanics, Electricity, and Internal Communication.

While the ONR conducts many successful experiments and develops countless technologies for the US Military, including American's first practical radar system and sonar apparatus, their most infamous project occurs later in the war under the codename Project Rainbow.

Based on aspects of Einstein's unified field theory and technology acquired from a variety of ancient archaeological sites, Project Rainbow takes place at the Philadelphia Naval Shipyard and is, officially at least, an attempt to employ electromagnetic generators installed on the destroyer USS *Eldridge* to bend light around the vessel and render it invisible. The first test takes place in 1943 and, though accounts contradict one another, it is an apparent success, with the *Eldridge* disappearing from view, leaving only an unnatural green fog in its place. When the vessel reappears, researchers are horrified to witness members of the crew physically fused into the hull, with many more rendered insensible by the experience. Under tight security, a second test is conducted, during which the ship is reported to have once again disappeared. At the same time, crew aboard the ship SS *Andrew Furuseth* in Norfolk, Virginia, some 200 miles away, witness the *Eldridge* appear for approximately ten seconds before once again disappearing.

Due to the horrific effects on the crew, some of whom simply disappear during the experiment, further tests are prohibited and the project is disavowed by the ONR.

The Office of Naval Intelligence

The ONI is primarily responsible for the protection of naval personnel and facilities, a remit that encompasses intelligence gathering, counter-espionage, censorship, and the protection of ports. With the developing threat presented by the German U-boat fleet, the Special Activities Branch is established to provide intelligence and analysis of U-boat technology and operations. Later in the war, the ONI begins to receive reports of increased U-boat activity in the South Atlantic off the Antarctic coast and, in conjunction with the Photographic Interpretation Center, they begin a detailed investigation of the region.

The Federal Bureau of Investigation

Under the command of the imposing J. Edgar Hoover, the FBI operates as both a federal criminal investigation unit and the United States' counter-espionage agency. Prior to the

Camp X

Established by British Security Co-ordination (BSC) in December 1941 on the shores of Lake Ontario, Canada, Camp X is initially intended to provide training in sabotage and commando operations for British and American forces. Built in Canada to ensure it does not breach the terms of the American Neutrality Act still in force at the time, a number of the American intelligence services still request the opportunity to send their personnel to the site for tuition. The school provides a full spectrum of training courses for candidate agents ranging from sabotage and assassination techniques, to demolition and radio operation.

As well as acting as a training facility, Camp X also maintains a sophisticated telecommunications centre, codenamed Hydra. This facility provides a secure site for coding and decoding information and, due to the presence of the lake itself, is a perfect site for sending signals to Britain, while being undetectable by German intelligence. To support the flow of information, Camp X maintains land-lines to Ottawa, New York, and Washington D.C., making it an essential hub for intelligence communications.

Photo: Unknown, U.S.National Archives and Records Administration – French Army returns to France – Public Domain image.

outbreak of the war in Europe, the FBI is mainly focused on internal security and the fight against organised crime, but as the nations of Europe fall to the Axis powers, the FBI's responsibilities escalate as subversion and sabotage become a major concern. Throughout the war, the FBI focuses its attention on potentially dangerous German, Italian, and Japanese nationals and, after the Japanese attack at Pearl Harbor, begins an active campaign of internment for those considered hostile. Although the FBI initially concentrates on potential German aggression, after Pearl Harbor, Hoover's G-Men step up their monitoring of Japanese nationals, encountering the first evidence of organised espionage with the activities of the Black Ocean Society, a secretive cult with connections to the Yakuza criminal clans.

Outside of the United States, the FBI has a fairly restricted role, with few operations in Europe. However, they have formed the Special Intelligence Service (not to be confused with Britain's Secret Intelligence Service) to operate in Latin and South America, where the Nazis have established a major espionage presence.

THE FRENCH RESISTANCE

The Fall and the subsequent armistice in June 1940 has seen the great nation of France reduced to a puppet state of the German *Reich*. In the north, the German Occupied Zone is now firmly under the control of Hitler's commanders and although life continues as normal for most citizens, they exist as an occupied nation, living at the whim of the Nazi invaders. In the south, the collaborators of the Vichy regime, led by the reactionary Philippe Pétain, administer the French State under the careful eye of their new masters.

The French people, though, are not so easily subjugated, and in London the Free French Forces, under the command of the general and statesman Charles de Gaulle, continue the fight against the Nazis alongside their British and American allies. Meanwhile, in the towns and cities of occupied France, new Resistance movements spring up, gladly supported by the SOE and the OSS, taking the fight directly to the Nazis. In the countryside, able to operate more freely than their urban compatriots, the *Maquis* partisans wage a guerrilla war against the occupying German forces, secretly supported and aided by the local populaces.

> The Resistance operates a network of agents carrying out acts of sabotage and subversion, and providing assistance to the British, American, and Free French.

Though the political standpoints of each Resistance cell varies from group to group, ranging from right-wing French Nationalists to dyed-in-the-wool Communists, all are committed to the battle for French liberation, and they share a hatred for their common enemy. The capabilities of these cells vary greatly, from enthusiastic amateurs operating illegal underground printing presses to battle-hardened, left-wing partisans, veterans of the Spanish Civil War.

During the early stages of the war, the Resistance operates a network of agents carrying out acts of sabotage and subversion, and providing assistance to British, American, and Free French (BCRA) intelligence agencies where possible. They are instrumental in saving the lives of countless Allied airmen, as well as providing safe passage for Jewish refugees fleeing the clutches of the *Gestapo*. Later in the war, as the Normandy invasion is prepared, they mobilise across the region, destroying transport and communication networks and delaying the Germans wherever possible, often at great personal cost. These brave and daring souls lose countless men and women at the hands of the *Gestapo* and, after the landings, many groups rise up against German garrison forces in open conflict.

The Resistance use whatever equipment they have available to them, with many still bearing the arms issued to them before the Fall of France, when many served in the French Army. Later, with the aid of SOE and OSS air drops, the various groups are better armed, with the ubiquitous Sten gun being a favoured weapon. The difficulty of maintaining and carrying heavy weapons, particularly anti-tank guns, means

Brandenburger

While the *Abwehr* is restricted in its abilities to perform its role, its *Brandenburger* commandos (p.XX) suffer no such issue. Developed as guerrilla warfare specialists, capable of operating in small teams behind enemy lines, the elite *Brandenburger* are recruited for their knowledge and abilities with language as much as their military training, and few fit the image of the perfect Aryan soldier, with many Slavs, Poles, and other ethnic groups forming their ranks.

With the dissolution of the *Abwehr*, the *Brandenburger* are transferred to frontline duty, particularly in the East against the Red Army. While many are killed in the savage battle to defend Germany, a large number of the highly trained *Brandenburger* simply vanish rather than march to their deaths.

that few cells are capable of facing down significant German armour, though some do still try.

The Allies are keen to support the French Resistance, not only to maintain their political relationship with the proud de Gaulle, but because they are ferocious and committed fighters, driven by a deep patriotism to protect their homeland against the Nazi war machine.

GERMAN INTELLIGENCE

Intelligence operations in Nazi Germany follow a distinctly different pattern to those of Britain and the United States. While their military intelligence agency, the *Abwehr* is recognisable in comparison to its Allied counterparts, the operations of the *Sicherheitsdienst* (SD) and *Gestapo* secret police are very different, warped by the twisted political ideologies of the Nazi regime, and focussing to a greater extent on uncovering enemies of the state within their own borders, whether real or suspected. Also, unlike the Allied intelligence and security services, these two agencies are able to operate with impunity and make little effort to disguise their activities, relying on fear as a key weapon in their arsenal.

The *Abwehr*

The *Abwehr*, Germany's military intelligence agency, technically predates the foundation of the nation itself, having been formed in the 1860s by the Prussian government during its war with Austria. Its operations during the Franco-Prussian war help secure victory for Prussia and, after the unification of Germany, the new country adopts much of the Prussian government and military structure, including the *Abwehr*. *Abwehr* agents are active throughout the Great War, but the organisation is abolished under the terms of the Treaty of Versailles.

Reformed in 1921, when Germany is once again permitted to field a defensive force (*Abwehr* means defence in German), the *Abwehr* begins anew as a counter-intelligence organisation with responsibility for reconnaissance, monitoring communications, and counter-espionage. Reporting to the *Oberkommando der Wehrmacht* (OKW; "Supreme Command of the Armed Forces") it is the only German intelligence department not directly controlled by the Nazi Party.

The rise of the *Sicherheitsdienst* (SD), the Nazi's own intelligence agency, marginalises the *Abwehr* to a significant extent during the 1930s, and only the arrival of a new director, Wilhelm Canaris, prevents it from being disbanded altogether. Canaris, warned by his predecessor of the Nazis' intention to take over all intelligence operations, maintains the best relationship he can with the NSDAP whilst ensuring that, like him, as many of his key personnel as possible are not members of the Party.

In 1938, Canaris reorganises the *Abwehr* into three main portfolios: Central Division, responsible for planning, strategy, and administration of the overall organisation; Foreign Branch, tasked with liaising with the General Staff of the Army and German Foreign Ministry, as well as information analysis; and *Abwehr I, II*, and *III*, with responsibility for Foreign Intelligence Collection, Sabotage, and Counter-intelligence, respectively.

Though hampered by their constant battles with the SD, the *Abwehr* is a capable intelligence organisation, and during the early years of the war stages a number of successful operations, including the infiltration of the Dutch Resistance and their SOE controllers. Despite its demonstrated capabilities, its intelligence is often discarded for being politically unacceptable to the Party leadership, a factor that only increases Canaris' determination to help overthrow the Nazis.

> The SD and the *Gestapo* operate with impunity and make little effort to disguise their brutal activities.

Canaris, though initially supportive of the NSDAP, soon realises that Hitler will lead Germany to an even greater defeat than it suffered in the Great War. He actively begins to work against the Nazi regime, attempting to prevent the annexation of Czechoslovakia, and later in the war becomes involved in a number of plots against Hitler. Despite his personal patriotism, Canaris' activities even lead to him passing intelligence to the Allies, all the while maintaining his façade of loyalty to Hitler and continuing to hold the SD at bay.

Eventually, evidence of his involvement in plots against the Nazi state mounts and, at the insistence of Heinrich

Himmler, Canaris is dismissed in 1944, and the *Abwehr* itself is disbanded. Further implicated in yet more plots against Germany, Canaris is executed in April 1945.

The *Sicherheitsdienst* (SD)

The *Sicherheitsdienst* is the intelligence agency of the SS and the Nazi Party, responsible for intelligence gathering and espionage. Unlike the men of the *Abwehr*, all SD operatives are members of the Party and, alongside their sister organisation, the *Gestapo*, they represent the most abhorrent face of the Nazi regime. Founded in 1931 by Himmler, and under the command of the "The Hangman", Reinhard Heydrich, the SD is feared and hated in equal measure, even among the Nazis themselves, as they pursue "enemies" of the *Reich*, wherever they might be, both real and imagined. After Heydrich's assassination by Czech patriots, the command of the SD is given to Ernst Kaltenbrunner.

Their key responsibility is the detection and neutralisation of enemies of the Nazi leadership, and they are given *carte blanche* powers to fulfil this mission. Agents of the SD operate throughout the *Reich* and occupied territories, hunting down political opposition and other undesirable elements. Later, as the Nazis begin implementing their "Final Solution", the SD becomes a constant presence at the death camps and provides support and direction to the murderous *Einsatzgruppen* death squads operating in the USSR.

The *Geheime Staatspolizei* (*Gestapo*)

The *Gestapo* are the Nazi secret police force, tasked with the suppression and elimination of political dissent within the Greater German *Reich*. The *Gestapo* operates outside the legal system, allowing them to act with impunity and unconditional authority. Through a combination of informers, phone taps, detention without trial or charge, and warrant-less searches, the *Gestapo* maintains an atmosphere of fear and suspicion among both the civilian and military populations. Their ambiguous interpretation of "anti-State" tendencies has sent countless innocent men and women into the hands of torturers, and has created a hatred for them throughout Nazi Germany, enhanced further by their policy of encouraging the denunciation of so-called "enemies of the State".

The *Gestapo* presents an equally horrific threat to the activities of Allied agents and POWs, who operate under the constant risk of discovery and execution at the hands of these murderers. The most infamous instance of their crimes against POWs occurs in 1944 after the escape of seventy-six men from *Stalag Luft III*, better known as "The Great Escape" (p.31).

The SOE plays a constant game of hide-and-seek with the *Gestapo*, racing to broadcast vital intelligence via their wireless radios before the *Gestapo* radio detection vehicles can pinpoint their location. Despite the eventual success of the SOE in establishing their intelligence networks, the number of agents captured and murdered by the *Gestapo*, particularly in France, throws a continual shadow over SOE operations.

Collaboration

In the face of German invasion, thousands of Europeans respond with defiance, but others opt to work with their new Nazi occupiers. In France, the Vichy regime, established in 1940, is the most prominent example of official collaboration, but the governments of many other European states also choose to sign alliances with the Third *Reich* after their occupation. The exception to this is Austria which, after a *coup d'état hands* power to the Nazis prior to the arrival of German troops.

The level of official collaboration varies from nation to nation; the Vichy government is responsible for the deportation of 76,000 Jews to the death camps, but in Denmark, the government refuses to pass laws against its Jewish communities.

Civilian collaboration also takes many forms, ranging from acts of simple survival to the denunciation of "enemies" to the *Gestapo*. In the most extreme cases, units of paramilitaries, and even foreign volunteer *Waffen-SS* divisions, are established, and many take part in acts of murder and atrocity, sometimes against their own populations. One tragic form of collaboration, nicknamed "*collaboration horizontale*" in France, involves local women entering into relationships with German soldiers, sometimes for preferential treatment, but sometimes even for love. The recriminations against these unfortunate women are brutal, and after the liberation of France, the sight of them shorn of their hair and cradling their half-German babies is all too common.

Regardless of the collaborators' motives and situations, the threat of exposure by them is a constant danger for Allied agents operating in occupied Europe.

The only creature with colder eyes than a Gestapo agent is that which sits on my shoulder.

- A. Dubois

CHAPTER 5

Secret and Occult Societies

"But if we fail, then the whole world... will sink into the abyss
of a new Dark Age, made more sinister... by the lights of perverted science."
- Winston Churchill

Cults, cabals, covens: call them what you will, the secret society plays a pivotal role in many Mythos stories. From the ghoulish cults under Paris to the Cthulhu worshippers of the Deep South (see ***Call of Cthulhu*** for further details), there are many groups that your investigators could come up against in the course of their adventures. Below are details of seven minor societies, followed by the four major occult groups of the Secret War: Britain's Section M, America's Majestic, and Germany's Black Sun and *Nachtwölfe*.

AMERICA

Sons of Roanoac

The fate of the Lost Colony of Roanoke, North Carolina, has entranced generations of Americans, so much so that in 1937 the current islanders commission playwright Paul Green to write a musical drama about the colony to celebrate the 350th anniversary of the settlement's founding. Not everyone is pleased by this announcement—the shadowy, secretive brotherhood known to themselves as the Sons of Roanoac for one, because they know it will draw the kind of attention that they have been seeking to discourage for centuries.

The secret and curse of Roanoke is brought to the island in 1585 by one of the members of Sir Richard Grenville's second expedition. History records that there was an altercation with Secotan tribesmen over a silver cup, leading to the destruction of the village of Aquascogoc. But what history conveniently fails to record is that the silver cup is a dangerous ritual artefact, smuggled out of England by the last of a foul cult's devotees after its brutal suppression in Good Queen Bess' kingdom. It is also not the Secotan who steal the cup, although they are content to take the blame. Wanchese, chief of the Roanoke tribe, having spent time with the English in their own country and grown distrustful of them, knows that he must protect his people from the evil the cup brings and arranges its theft and concealment, with the full consent of the surrounding tribes. United in their fear of the cup and what it stands for, the men of the Secotan, Croatan, and Roanoke tribes do all they can to harry the colonists and drive them from the island, either by sabotage or, if necessary, violence. They are relieved when the majority of the colonists leave with Sir Francis Drake in 1586, and the few remaining Europeans are quickly dealt with.

When yet another new group of colonists appear in 1587, the tribesmen are worried. Stories of the missing silver cup still abound, and the tribesmen fear its rediscovery. But the shaman take heart with the birth of Virginia Dare, for although they know she is not fated to survive, her spirit of innocence will protect the cup and its island hiding place. When she dies of a fever, still a babe in arms, the shaman bind her spirit to that of the White Doe, a powerful protective eidolon, to guard the cup and warn of impending danger. Many years later, fragments of the truth emerge in the poem by Sally Southall Cotton, although this version hints that the Doe is some sort of lycanthrope, susceptible to silver weapons.

What remains hidden is the network of watchers set up by the shaman to provide physical protection alongside the Doe's spiritual defences. Consisting of an alliance of men from the various local tribes, each selected for their bravery and cunning, over time the watchers come to include the descendants of the Lost Colony who survived and intermarried with their custodians. The group takes on the name "Sons of Roanoac", and repels any attempts to discover the nature of the chalice they guard. Their latest exploit is the

Dare Stones hoax, carefully designed to draw all the attention that Green's play has attracted away from the island, and lead any who still seek the silver cup in the wrong direction.

It is a distinct possibility that the intense U-boat activity seen along the Outer Banks from 1941, which leads to the cessation of the open-air *Lost Colony* performances, is a cover for a more covert operation in search of the secrets of Roanoke.

BRITAIN

Fraternity of the Inner Light

Descended from a long pedigree of occult societies, including the Golden Dawn and Alpha *et* Omega, the Fraternity is established in 1922 by Dion Fortune and her husband, Penry Evans. Its main teaching centre is located at the base of Glastonbury Tor, Somerset, with a separate headquarters at 3, Queensborough Terrace, London. Concerned at the approach of war, Fortune rallies her initiates, many former members of the Alpha *et* Omega as well, to come to the defence of the country through their group meditation sessions. In a series of weekly letters, starting in October 1939, Fortune instructs the Fraternity on how to combine their psychic powers to construct a refuge in the Dreamlands and bring into being shadowy avatars to protect Britain from the growing threat she senses in Germany.

A Daring Conspiracy

In September 1937, two months after the premiere of *The Lost Colony* play on Roanoke, a carved stone is found near Edenton, North Carolina. It appears to be written by Virginia Dare's mother, Eleanor, and seemingly describes the deaths of the settlers by famine, disease, and violence. Seized upon by Dr. Heywood Pearce and his father, the President of Brenau College in Gainesville, Georgia, as an incredible historic find, forty-seven more stones are discovered over the next four years in a broken line leading from Roanoke to Gainesville. Some, like the original find, are of granite; others are carved into soapstone. Although the Pearces are convinced of their authenticity, many are not and, after an exposé in *The Saturday Evening Post* in April, 1941, the whole affair is written off as a clever, money-spinning hoax triggered by the interest in the 350th anniversary of the Lost Colony.

Investigative journalist Boyden Sparkes' article is essentially correct: the stones are indeed a hoax, but their primary aim is not to generate money, but to distract those who have discovered the legend of the silver cup and come looking for it once again. Some of the carvings hint that the cup went with Dare, although with sufficient subtlety to arouse the excitement only of those already looking for it. The Sons of Roanoac are behind the hoax, having made and placed the stones, but they have taken no further part in the process, preferring to leave it to feed itself.

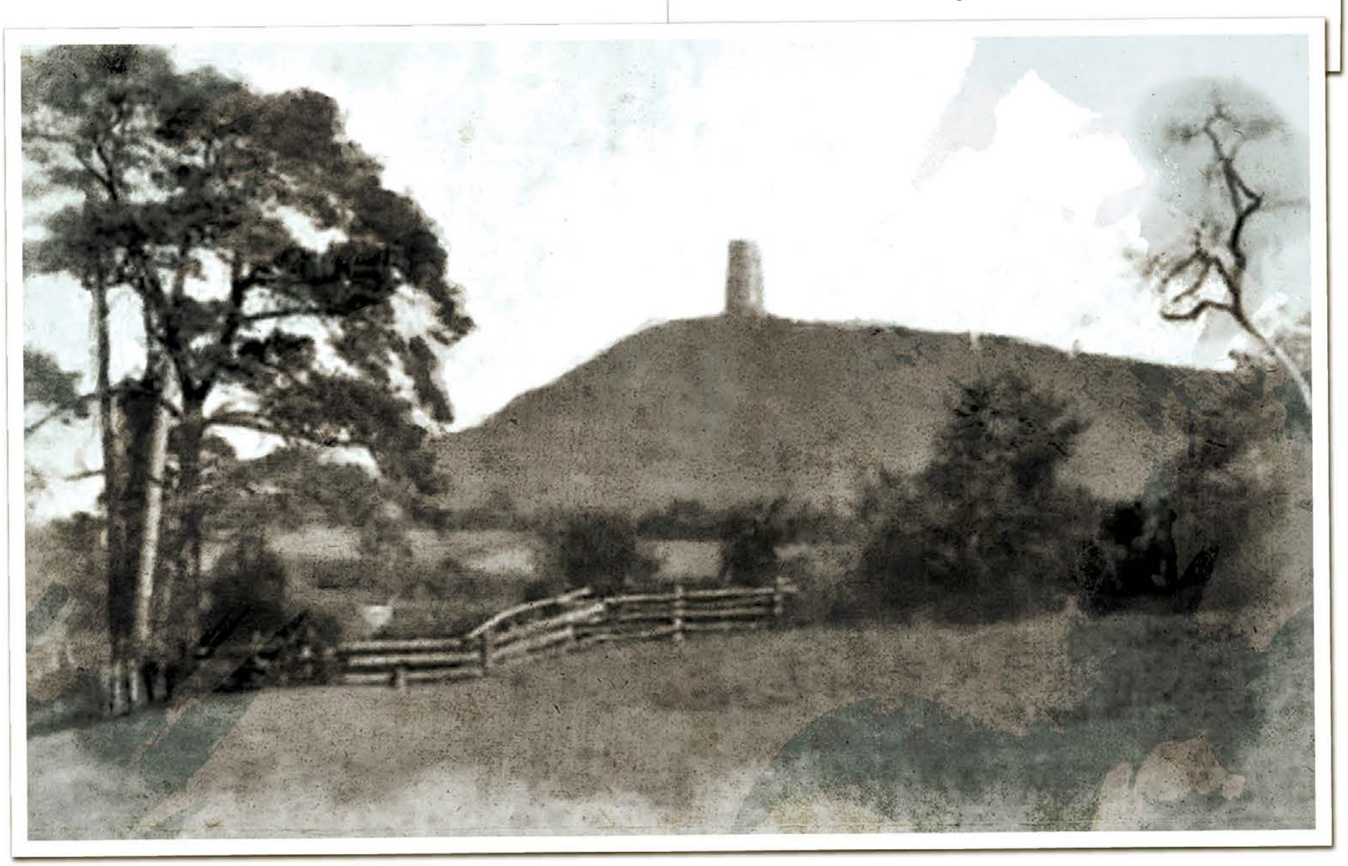


Photo: G.W. Wade and J.H.Wade – Glastonbury Tor, Somerset – Public Domain image.

Fortune herself is not aware that she and her members are working in the Dreamlands—they know the location instead as the Inner Planes. Their refuge in the Dreamlands, which can only be reached through an intense state of self-hypnosis taught to all initiates, is located inside Mount Abiegnus, the Hill of Vision, whose earthly correspondent is Glastonbury Tor. Inside the core of the hill is the Cavern of the Rosy Cross, where seven shadowy guardians instruct the Fraternity in how to defend themselves and their country. A set of spiral stairs leads up to the Hall of Wisdom, a vast medieval library far too large to be enclosed within the hill, and from there yet more stairs lead up to the Chapel of the Graal and the eerie Watchtower. Only the strongest members of the Fraternity are permitted to climb the Watchtower and join the silent, cowled Watcher in his vigil. It is he who alerts the red-robed Presences (summoned and maintained by the dreaming minds of the Fraternity) to impending assault, and sends them out against Black Sun's Norn assassins (p.83).

The shadowy figures responsible for teaching the Fraternity are servitors of the Elder Gods in their guise as guardians of the Dreamlands.

The shadowy figures responsible for teaching the Fraternity are servitors of the Elder Gods in their guise as guardians of the Dreamlands. The Elder Gods are less than happy that Nyarlathotep and his Black Sun toadies are using the Dreamlands as a hidden fortress and marshalling ground, and are equipping various occult groups besides the Fraternity with the knowledge to resist such incursions. Although at least one person, if not more, within Section M is aware of the importance and basis of the Fraternity's work, they have managed to convince the Government that what they describe as a "bunch of good-willed, harmless crackpots" should be left to their own devices as they pose no threat to the work being carried out elsewhere.

Dion Fortune

Violet Mary Firth (1890-1946). Born near Llandudno, Wales, Firth is gifted with "second sight" from an early age. Her *nom de plume* is taken from her family's motto: *Deo, non fortuna* ("by God, not fate"), and she is an accomplished and prolific author. Qualifying as a psychotherapist, she is attracted to the mystical and occult worlds through her own experiences and desire to help others. Dark forces, recognising her potential, attempt to destroy her mind several times, but she is always strong enough to pull through. Although her interpretation of the world is strongly Christian and rooted in Arthurian legend, she also identifies with the goddess Isis, unaware that it is through this Elder God's intervention that she is able to achieve all she does.

FRANCE

Les Chevaliers des Genêts

When asked, Denis Sefton Delmer (chief of British black propaganda) cannot recall where he gets the name for his fictional *petit-bourgeoisie* supporting secret society *Les Chevaliers du Coup de Balai* (Knights of the Sweeping Broom) from, yet his equally fictional Parisian broadcasting house *Radio Inconnue* uses them to incite passive resistance against German Occupation in the French capital (p.10). Perhaps he came across it during his time as Chief of the *Daily Express'* Paris Office, but if he does remember, he is not saying. Wherever he found it, the *Chevaliers des Genêts*, an altogether different set of Knights of the Broom, are prepared to let the potential insult go, as long as it helps repel the German occupation of their lands.

An ancient and venerable order formed at the time of the Angevin Empire in the 12th Century, the Knights take their name from the symbol of the Plantagenet dynasty: the yellow-flowered common broom, also known as *planta genista*. The shrub is a common sight around the Knight's ancestral home of Angers, the frequently reactionary City of Flowers, as well as in the rest of the Loire Valley. Once staunchly Royalist, as time moves on the organisation becomes distinctly Republican, and throughout the Valley's history the hand of the Knights can be seen deftly protecting the people of the region.

Limited in number, membership of the Knights is hereditary, with the rituals and symbols passed down from father to son, mother to daughter. Indeed, many branches have died out over the intervening generations since their foundation. Although there have been sorcerers and other adepts amongst their membership, the Knights as a whole are not an occult organisation, merely a secret one dedicated to the protection of their homeland.

Those the Knights see as transgressors are first warned with a flowering sweeping broom (made from the plant) laid at their place at the dining table, and although the exact nature of the Knights is all but forgotten by the people of the Loire, they still understand the significance of such an item when it is found. If the marked man does not refrain from his activities, then the carcasses of thousands of tiny moths are scattered across the offender's threshold. There is no third warning, and the unfortunate victim is found with a switch of broom in each hand and a mouth full of dead caterpillars or moths, depending on the time of year.

Gabriel Martin

The son of a Niçois fisherman, young Martin is captivated by the stars he sees twinkling over the Mediterranean whenever he puts to sea with his father. When not helping with the family business, he can be found pestering first General Bassot, and later Monsieur Fayet, at the Observatory on Mont Gros. A pleasant, hard-working child, he excels at school and wins a place at the University of Aix-Marseilles to study astronomy. The loss of his elder brothers in World War One affects him deeply, although he does his best to hide it, and it sparks an interest in spiritualism and the occult that serves him well in later years. He becomes involved in politics during his time at University and is a committed nationalist, first joining *Action Française* and later *Comité Secret d'Action Révolutionnaire* when he becomes disenchanted with the ruling political landscape.

Appearance: his mixed French and Italian ancestry gives Martin a swarthy appearance. Apparently jolly, balding, and mildly short-sighted, Martin hides his zealous nature well. However, every now and again the mask slips, with a cruel joke or an unhealthy desire to hear the gory details of the latest atrocity suggesting that all is not well with the otherwise amiable scholar.

Cth

STR 12	**DEX** 13	**INT** 16	**CON** 11
SIZ 11	**APP** 06	**POW** 13	**EDU** 17
SAN 50	**Hit Points:** 11		

Damage Bonus: none.

Skills: Astronomy 80%, Chemistry 30%, Cthulhu Mythos 15%, Electrical Repair 35%, Library Use 60%, Mathematics 65%, Mechanical Repair 40%, Occult 60%, Persuade 60%, Photography 20%, Physics 60%, Psychology 30%, Sabotage 55%, Tactics 40%.

Language Skills: French (Own) 85%.

Spells: Contact Nyarlathotep, Summon/Bind Hunting Horror.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Boating d6, Investigation d8, Knowledge (Astronomy) d10, Knowledge (Chemistry) d6, Knowledge (Demolitions) d8, Knowledge (Mathematics) d8, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Physics) d8, Knowledge (Psychology) d6, Persuasion d8, Repair d6.

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 4.

Hindrances: Arrogant, Bad Eyes, Quirk (Talks to the Stars), Ugly, Vow (Serves Nyarlathotep).

Edges: Command, Fervor, Inspire, No Mercy, Scholar (Astronomy, Occult),

Special Abilities

- **Spells:** Martin can cast *contact Nyarlathotep*, and *summon/bind hunting horror*.

La Fraternité de la Cagoule Rouge-Sang

Taken from the nickname given by the press to their now defunct parent organisation, the *Comité Secret d'Action Révolutionnaire*, the Brotherhood of the Blood Red Cowl is determined that it will not fail in bringing about a glorious new *République*. Renowned for their violence, the original *La Cagoule* quickly draws the attention of Nyarlathotep in the guise of a red-robed, hooded, and masked man, who gives its leadership their arcane initiation rites and the power they need to wreak their insidious vengeance on Communist groups and anyone else they consider to be traitors to France.

A concerted effort by the French Government to exterminate the group, coupled with the withdrawal of Nyarlathotep's support for some unknown slight on the part of *La Cagoule*'s leadership, forces the remaining free *Cagoulards* to go underground and flee to their former stronghold of Nice (p.7). Desperate to regain their feared status, the new leader Gabriel Martin, an astronomer at the Nice Observatory, devotes himself to regaining the consideration of *le Grand Assesseur*, as the group knows its other-worldly patron. This includes a revision of the initiation ritual to include a blood sacrifice by each member, and the swearing of a new oath: not to their beloved country, as in the past, but to their red-garbed master.

The membership of this new *La Cagoule Rouge-Sang* (CRS) is small when the war begins, and Nyarlathotep has yet to fully endow his former beneficence upon them. As the conflict progresses and the group regains his favour, they become a major thorn in the side of the various southern French Resistance movements. More circumspect than in the past, CRS wages its war of terror and blood-letting more subtly, causing mistrust between the different Resistance factions and, where possible, inciting them to do their dirty work for them. The Occupation merely widens the field of targets, with Martin and his group holding true to their ideal of creating a blood-drenched, free French nation.

Communists and Nyarlathotep worshippers
– I don't know which is worse!
A.T.

Jörg Lanz von Liebenfels

Adolf Josef Lanz (1874-1954). Despite his claims to be the direct descendant of Sicilian nobility, Lanz is actually the son of a Viennese schoolmaster. Obsessed with ritual and romantic myth from a young age, Lanz briefly becomes a Cistercian monk at the Abbey of Heiligenkreuz, near Vienna. There he is taught by an expert in Oriental languages, and develops a deep interest in zoology, anthropology, and archaeology. After leaving the monastery in 1899, he uses current scientific thinking to polish his sexist and racist beliefs into an alternate history and religion for the German people, which he names Theozoology. He publishes the far-right mouthpiece periodical *Ostara*, and founds the ONT as a revival of the Knights Templar, who he believes to be the guardians of the true Germanic religion, both of which, he is convinced, were suppressed by the Catholic Church in medieval times.

GERMANY

Ordo Novi Templi (ONT)

Founded in 1909 by Adolf Josef Lanz, the ariosophist more commonly known as Jörg Lanz von Liebenfels, the ONT is an esoteric chivalric order. Lanz creates the Order to become the guardians of the pure Aryan race, which his members will help to create through a program of eugenics and the suppression of what they describe as the bestial sub-human races. Lanz's ultimate aim is to return Germanic manhood to the god-like powers that he believes they had in the distant past. The order searches for antediluvian Aryan wisdom through astrology, archaeology, and ancient texts, and observes stringent religious rights heavily influenced by Catholicism.

The exact number of members of the ONT is unknown, but there are multiple priories and presbyteries scattered across Austria, Germany, and Hungary. These "houses", if they have a permanent base, are usually found in the ruins of ancient castles or other sites with archaic religious significance. The two main houses are at Burg Werfenstein, Struden, Austria, and Fort Staufen, Dietfurt, near Sigmaringen, Germany. The Order's public rituals and celebrations are open to spectators and non-members, but the most secret, involving fire and water, take place in grotto chapels hidden deep below ground and away from prying eyes. All members are on a Grail quest, although they do not believe the grail to be an actual object like Otto Rahn, but an electrical, esoteric symbol of the lost psychical powers of the pure race.

Members of the ONT belong to one of seven ranks. In order, from the most junior upwards, they are: the Servers (SNT), the Familiars (FNT), the Novices (NNT), the Masters (MNT), the Canons (CNT), the Presbyters (pONT), and the Priors (PONT). Entry to each rank is determined by age, racial purity, and occult experience. During rituals members dress in a white, cowled robe with the Order's symbol, the Cross Portent or *Kruckenkreuz*, emblazoned on it in red.

Lanz himself moves to Hungary in 1918, and then on to Switzerland in 1933. His writings are suppressed by the *Gestapo* acting on orders handed down by Black Sun from 1938 onwards, and the ONT themselves are virtually eradicated in 1942 as Black Sun purges intensify. Before the suppression, the German branch of the ONT is run by *Fra* Detlev Schmude, an ex-Army Captain involved in organising voluntary work camps, with the Austrian section taken care of by *Fra* Johann Walthari Wölfl, a prominent industrialist.

The *Waldgericht*

In the lawlessness of Medieval Westphalia, a secret society emerges, charged with delivering justice on behalf of the Holy Roman Emperor. Its courts are held in sunlit wooded glades between two symbolic linden trees. These public tribunals are known as the *Vehmgericht*. But there are other, secret courts held at midnight out of sight, accessible only to sworn initiates. The main work of these secret courts is to root out heresy and witchcraft in all its forms. Those subject to their silent justice are found hanging from trees, accompanied by a knife engraved with *Stein, Strick, Gras und Grün* (stone, rope, grass, and green; SSGG), to act as a warning to others who would transgress.

No-one knows the true meaning of the word "*Vehm*", although there are many theories. One suggests that is has come down from a pagan wood cult, dedicated to the Wild Hunt. Although this theory has some merit, it is almost entirely wrong. As the *Vehmgericht* falls out of fashion, and is eventually abolished in the early 19th Century, the work of its even more secretive offshoot continues. The members of the *Waldgericht* discovered long ago that there are more things in the black woods besides themselves, and that the condemned can have other uses besides their corpses instilling fear and obedience.

In a perversion of the trials of their mundane brethren, the *Waldgericht* sacrifice their victims in the darkest dells of the oldest woods. Strung up between two linden trees, their victims are left to rot just enough before the obscure Outer God Tulzscha is summoned to consume them in his sickly green flame (see ***Call of Cthulhu, Sixth Edition*** p.196-197 for further details, or p.219 if you are playing ***Savage Worlds***). The courts of the *Waldgericht* are carefully timed so that their flickering deity can be brought forth at astronomically propitious times. No-one remembers how this association came to be made, and the *Waldgericht* seems to gain little from it other than a personal sense of power and moral superiority.

Although the rituals of the *Waldgericht* take place in several of the most ancient forests and woodlands across Westphalia, the main seat for many centuries has been the *Königsforst*, close to Cologne. But with the coming of the Military Army Command Headquarters, a munitions factory, and an army training ground, the Court is finding it increasingly difficult to maintain its secrecy and will soon have to leave its blood-soaked linden trees behind for a new sanctuary.

Members of each individual Court identify themselves by a variety of secret signs and symbols, most of which involve knife and tree motifs of one sort or another, and refer to themselves as *Wissende* (the Knowing Ones). They do not share their real names with their fellow initiates, and are sworn to utter secrecy about their activities unless they wish to become the next sacrifice. All duties are carried out wearing hooded dark green robes, so the true identity of each Court's leader is officially unknown, as is that of the overall leader at Cologne.

The Idisen Handmaidens

An ancient sect, the Cult of the Idisi flourished close to the northwestern German coast many millennia ago in an area along the Weser River referred to by Tacitus as Idistaviso, the Plain of the Women. Tacitus was, as ever, not entirely correct as the Handmaidens of the Dark Mother, to give them their more accurate name, preferred the forests, only coming down to the plains to collect "tribute" and harvest the bodies of those slain and grievously injured in battle. The retrieved corpses were taken back to the forest shrines and, along with their mortally wounded colleagues, offered to the Dark Mother (Shub-Niggurath) in order that she would bless the land and keep it fertile. The Cult was stamped out by Charlemagne and lost to memory, with details of their rituals only preserved in the book *Cult of the Idisi*, written by an unknown Saxon historian, with a protection spell against the warrior maidens sneaking into the much later *Merseburg Incantations* (p.189).

Forgotten by all, a badly translated copy of the book has recently resurfaced in Paris, where it is found by the French writer, Édouard Saby, who uses it to add additional flavour to his work *Hitler et les Forces Occulte* (p.8). Saby believes that the NSDAP has revived the cult of these proto-Valkyries to aid in its war effort, having totally overlooked Germany's pro-natalist stance and abhorrence of female combatants. Like Tacitus, Saby is close to the truth, but not in the way that he thinks.

A much more venerable and accurate version of *Cult of the Idisi*, known as the Hanseatic Codex, had already been found in Bremen during the reconstruction of Böttcherstrasse in the early 1930s and given by its owner, Ludwig Roselius, to Hermann Wirth (see p.188 for further details). Still smarting from the embarrassment of the *Oera Linda Chronicle* debacle, and fascinated by what he reads of this lost "Earth Mother" cult, Wirth approaches Clementine Thalberg, one of the chief organisers of the *Bund Deutscher*

Hermann Wirth

Hermann Wirth (1885-1981). Although of Dutch origins, Wirth is obsessed from a young age with Germanic superiority, so much so that he volunteers for the German Army during World War One. Through his comparative studies of various languages, he develops his own myths of an antediluvian Aryan civilisation during the late 1920s to the early 1930s, and although they are not necessarily well received by all academics, they lead to Heinrich Himmler's request to set up the Black Sun puppet organisation, the *Ahnenerbe*, in 1935. His continued efforts to promote a matriarchal society, and his horror at what is really happening under the auspices of the *Ahnenerbe* (p.81), lead to his exile from Germany in 1937.

Mädel (BDM; the girls' version of the Hitler Youth) in Bremen and a former student of Wirth's, with a view to incorporating what he sees as wholesome nature worship into their classes and fieldtrips.

Wirth's own translation of the manuscript is flawed, as he has cherry-picked the bits that fit into his idealised viewpoint of a mother cult, and those which suit his attempts to re-ingratiate himself with the Party Elite by developing rituals to "encourage" female fertility. Thalberg, on the other hand, has discovered something of the truth behind the cult, and has chosen a carefully select group of disaffected, eager young women to reconstruct what she refers to as the Idisen Handmaidens under the auspices of the BDM. Aware that she must hide her true intentions from the watchful eye of the male hierarchy, Thalberg couches her cohort's training in terms they will approve of, but every year at their summer camp in the woods around Bremen, the Handmaidens' rituals grow more daring and closer to those of their predecessors. It is only a matter of time before they succeed in summoning the Black Goat of the Woods, and with the repeated bombing of Bremen, they are not short of fresh offerings to make.

SECTION M

History

After the events of the summer of 1939, as detailed in *Zero Point: Three Kings*, Section D realises that certain operations are beyond its remit and a more specialist unit is required to work alongside them, leaving the department free to concentrate on the now apparently quite mundane tasks of wartime propaganda and sabotage. Members of the Section and the wider Intelligence Service are asked, discretely, if there is anyone with experience of such matters who would have the necessary contacts and determination to see through such a delicate and down-right dangerous initiative.

Fortunately for Major Lawrence Grand, Head of Section D, working on his staff is the Australian businessman turned saboteur George Taylor. He knows just the man: stubborn, intelligent, and currently twiddling his thumbs waiting to get in on the action—Alexander, Viscount Towton. Taylor first met Towton when he worked in Australia, and the two have maintained business links ever since. He is sure Towton will jump at the chance, as they have often

Clementine Thalberg

A highly intelligent and perceptive woman, *Fräulein* Thalberg is determined that her future will hold more than marriage and an endless succession of babies. Brought up in Bremen, she was discouraged by her father, an aero-engineer at Focke-Wulf, from following in his footsteps despite her apparent aptitude for mechanical things. Instead, her family encouraged her interest in history and mythology as a much safer, and far more ladylike, option. Fortunately, this proved suitably distracting, although she still harbours a deep-seated resentment over being forced to sacrifice her first love for the sake of appearances. Fascinated by Wirth's work on Germanic history and language, the *Hanseatic Codex* has shown Thalberg that not all good German women are destined to be *Hausfrauen*.

Appearance: blonde, blue-eyed, and strong, Clementine appears on the surface to be a model young *Fräulein*, and indeed goes to great lengths to promote this impression. However, questions are beginning to be asked as to why she is still unmarried, particularly when there is no shortage of suitors.

Cth

STR 16 **DEX** 09 **INT** 17 **CON** 14
SIZ 12 **APP** 15 **POW** 10 **EDU** 15
SAN 41 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Anthropology 45%, Art (drawing) 25%, Climb 60%, Conceal 40%, Cthulhu Mythos 9%, First Aid 45%, Folklore 75%, History 70%, Library Use 60%, Mechanical Repair 40%, Occult 50%, Persuade 55%, Psychology 45%, Throw 50%.

Language Skills: German (Own) 75%, Latin 40%.

Spells: Bind Enemy, Summon/Bind Dark Young.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Climbing d8, Fighting d8, Healing d6, Intimidation d8, Investigation d8, Knowledge (Anthropology) d6, Knowledge (Folklore) d10, Knowledge (History) d10, Knowledge (Latin) d6, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Psychology) d6, Notice d6, Persuasion d8, Repair d6, Riding d6, Shooting d6, Stealth d6, Survival d8, Swimming d6, Taunt d8, Throwing d8, Tracking d8.

Charisma: +4; **Pace:** 8; **Parry:** 6; **Toughness:** 7; **Sanity:** 4.

Hindrances: Bloodthirsty (unknown to non cult members), Curious, Overconfident, Stubborn, Vow (Idisen Handmaids)

Edges: Alertness, Attractive, Brawny, Charismatic, Combat Reflexes, Command, Command Presence, Dodge, Fleet-Footed, Inspire, Killer Instinct, Mechanically Inclined, Nerves of Steel, Woodsman.

Special Abilities

- **Spells:** Thalberg can cast *bind enemy*, and *summon/bind dark young*.

discussed his disappointment at (so far) being turned down by the Government, despite offering his services to them at every opportunity. Taylor introduces the two men over lunch at the Savoy, and although Grand is understandably cagey about discussing the matter in detail, Towton is keen to offer his expertise.

When Grand takes the suggestion to his superiors, they are initially reluctant. Towton's research activities into the paranormal and the occult have become well known in Government circles and the Old Boys' Network running Intelligence, and they are concerned that his association with "fringe" groups and "madmen" could somehow undermine the war effort, not help it. Grand, however, holds his ground, shrewdly pointing out that Towton is a wealthy man who could help bankroll the enterprise as well as run it.

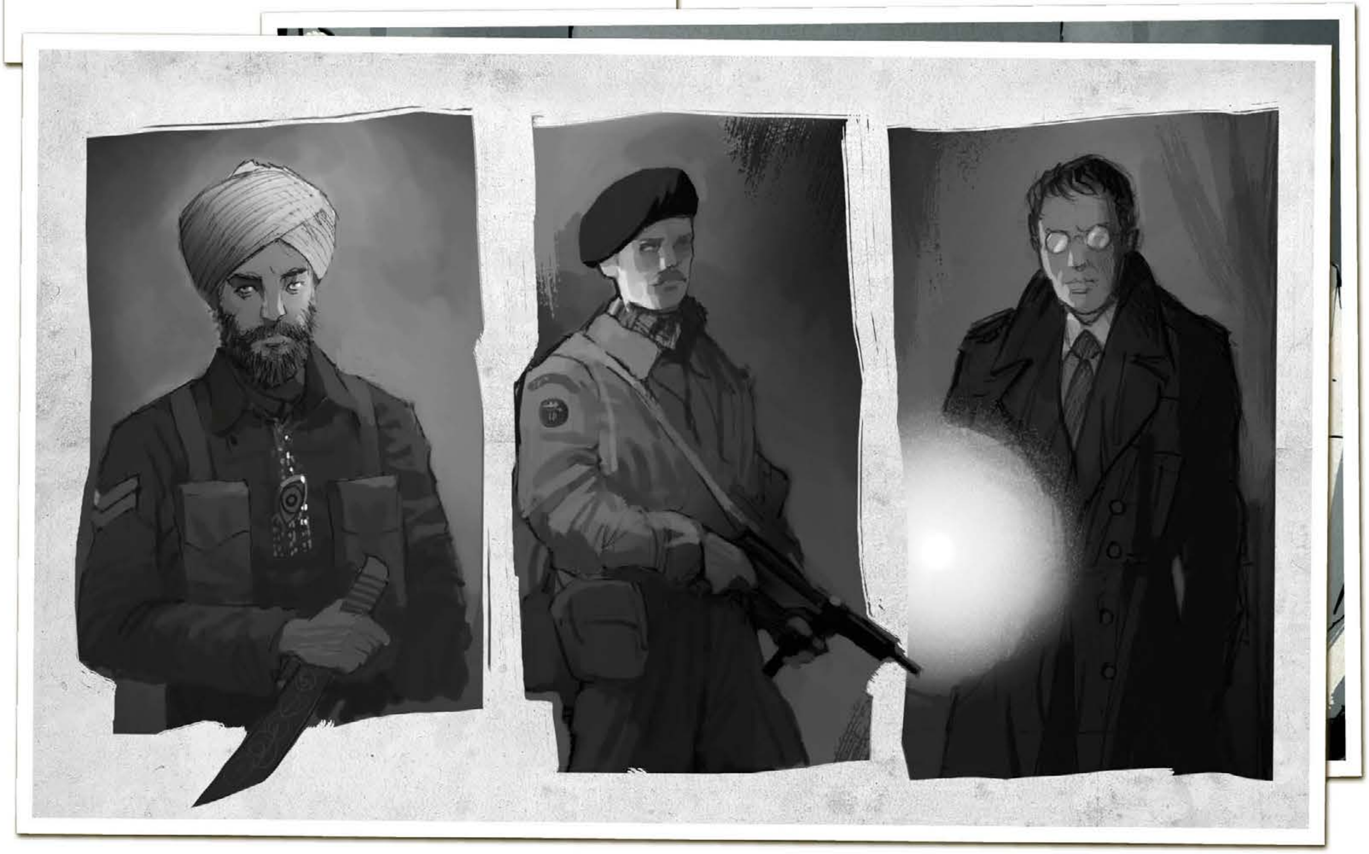
Swayed by the Major's arguments, permission is granted for a formal approach to Towton. Delighted, His Lordship accepts his commission and, in late October, 1939, Towton and his secretary, Miss Peggy Walsh, set up the newest unit of Britain's hush-hush defence forces, Section M. Conveniently located in a suite of the Metropole Hotel, London, they are soon working very closely with their new neighbours, Section D. Towton also establishes a research and training facility at his family's estate near Edenbridge, Kent, recruiting various scholars, scientists, and engineers from across his business empire to build gadgets for, and train, his new unit.

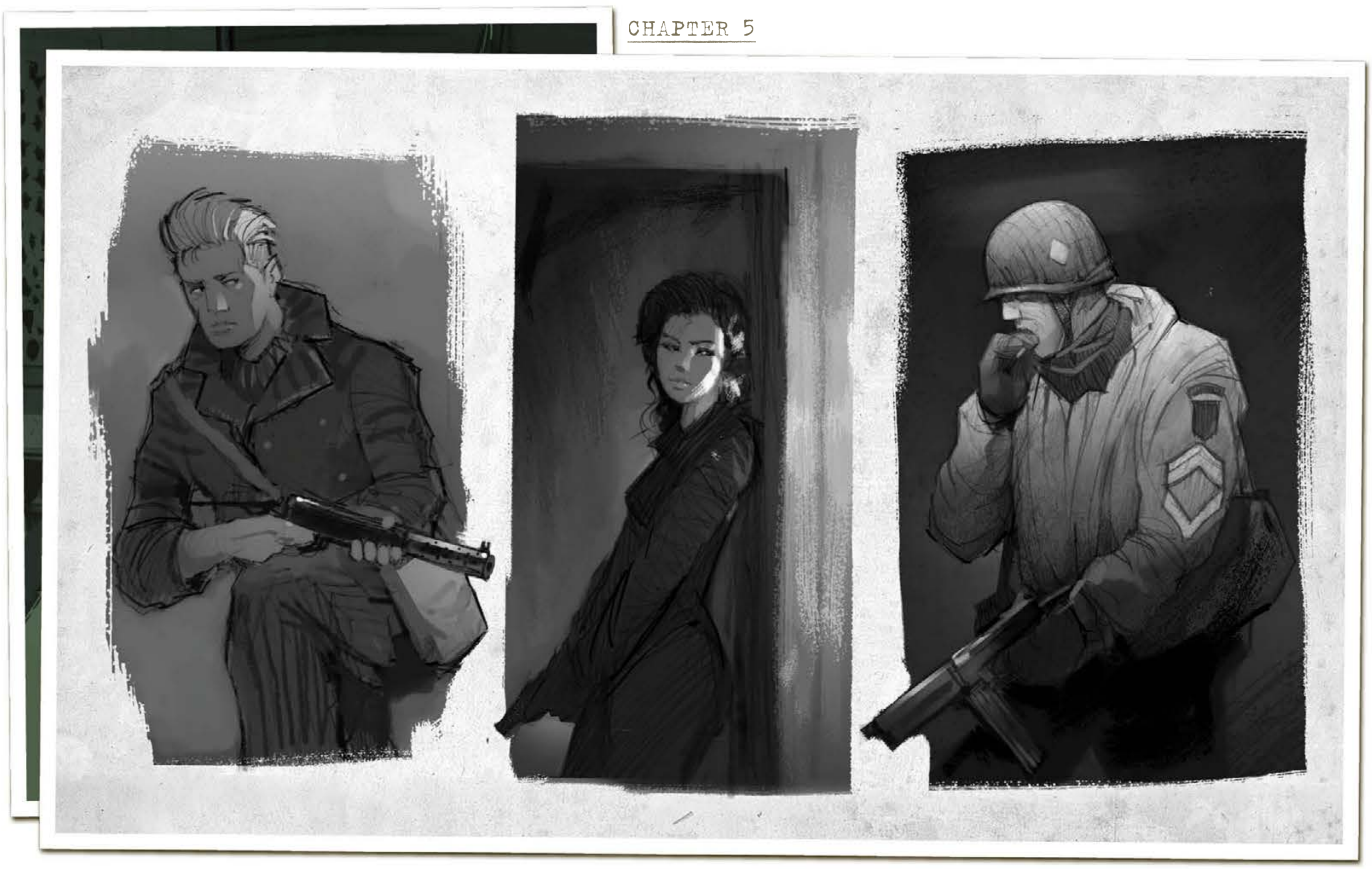
> "Trust me, it'll be far better to have him on side than the alternative: him running off and getting himself involved regardless. Which he will, y'know, if he gets any more frustrated. At least this way you'll have a bit of control over him."
>
> —*Major Lawrence Grand, Section D, October 1939.*

Having developed close ties with the Theology department at Trinity College, Oxford, during the course of his private studies, Lord Towton asks his friend, Prof. Richard Deadman, to aid him in setting up and managing the more esoteric side of his new enterprise. With assistance from Lawrence Grand and his military contacts, Towton secures the services of Captain Eric "Badger" Harris and his newly formed Special Service "Commando" Unit from the summer of 1940, helping to formalise and solidify the more combative aspects of the Section's remit.

Towton's research activities into the paranormal have become well known in Government circles & the Old Boys' Network.

Section M is a truly multinational affair, recruiting from the various nationalities of refugees that find themselves in Britain as a result of the conflict, and from members of the Commonwealth and Empire, particularly in countries Towton knows from his business concerns, such as India, the Antipodes, and the Caribbean. No-one is turned away who





has a desire to help, no matter where they are from or what their previous occupation may have been, although all are very carefully vetted.

Towton and his crew are well aware of the fact that they are playing catch-up in a field currently dominated by the Germans' pre-war research and experimentation, and that they are regarded as a band of cranks and misfits by many in the mainstream intelligence services and military hierarchy. However, His Lordship is certain that the unpredictability and creative efforts of a bunch of determined but gifted amateurs, tempered with a dash of British common sense, will give them the edge they need as the scale of their adversaries' plans becomes clearer.

Headquarters: Clemens Park, Kent

Although operations are officially co-ordinated from the London office, most of the training and planning for specific missions is carried out deep in the English countryside. The ancestral home of the Viscounts Towton is situated in pleasant, rolling parkland in the Garden of England, a few miles south of RAF Biggin Hill. Being on the flight path to an RAF airfield means that the area is not quite as peaceful as it once was, but it remains sufficiently secluded from prying eyes behind high walls and dense woodland. The members of the small estate staff are used to the vagaries of their Lords and Masters, and the town is far enough away to prevent any unusual activity attracting the attention of the locals. There are good railway links between London and the nearby town of Edenbridge, and the Big House always has visitors, so any additional comings and goings are unlikely to be remarked upon.

Originally acquired by the Ward-Gray family in the 18th Century after its original owners fell on hard times, the house was extensively remodelled by Robert Adam in the neo-classical style, and its sturdy red brick walls and stone detailing miraculously avoid later Victorian building fads. The interior suffers in places from a sort of faded grandeur, but Towton has done his best to maintain the fabric of the building inside and out. His own suite of rooms in the East Wing is decorated far more simply than many of the guest rooms, and the house is covered with souvenirs from his own, and his predecessors', globe-trotting travels.

The ground floor of the main house is quickly converted into classrooms and meeting rooms, the priceless furniture and artwork carefully packed away and replaced with more utilitarian items suitable for the immediate onset of the more down-to-earth aspects of Section M's training regime. Over the winter of 1939-1940, one of the worst in living memory, the adjacent stable block is extended and converted into laboratories and engineering workshops, with an additional bunkhouse added in case of a large numbers of visitors. A magazine is built out in the grounds and away from the main house once Spring arrives, along with its own research lab. A firing range and other training facilities soon follow.

Through his contacts at the Ghost Club and Oxford University, Towton secures the services of a variety of guest lecturers, including the Rev. Montague Summers and parapsychologist Harry Price (see p.5 and p.7 for further biographical details). Military training is handled by Captain Harris and his men, with Dr. Dennis Parker and his staff overseeing explosives and the more unusual types of equipment training. Towton himself only comes down from London at weekends, leaving the running of Clemens Park to his house staff and Dr. Parker.

Key Figures

THE RIGHT HONOURABLE ALEXANDER (ALEC) WARD-GRAY, VISCOUNT TOWTON

Alec Towton ran away to sea to find his fortune, rather than follow the career path his family had laid out for him. After many an adventure in the varied lands of His Majesty's Empire, including time as an opal miner in the Australian Outback, Lord Towton decided to return home and set about constructing his own (business) empire from the contacts he had made. A part of him still craves excitement, making his numerous business trips somewhat legendary as he always insists on enjoying some mad-cap adventure, be it climbing a mountain, exploring ancient ruins or delving deep into dank, dark caves, whilst away.

Something happened to Lord Towton during one of these "working" adventures. He never speaks of it, but the library at his ancestral pile has certainly acquired some unusual reading material over the last couple of years, and he has formed strong links with various academics at Oxford University, of late becoming friends with a visiting lecturer on secondment from Miskatonic University, Prof. Richard Deadman.

Appearance: short, lithe, and very charismatic, Towton is a driven and determined man who likes to work and play hard. Generous with his time and his finances to deserving causes, he inspires confidence in those around him. He does not tolerate slackers or time-wasters, nor does he stand on ceremony, preferring to be called simply Alec by his associates, only using his title when he knows it will gain him the upper hand in negotiations.

Cth

STR 10	**DEX** 14	**INT** 16	**CON** 13
SIZ 11	**APP** 14	**POW** 15	**EDU** 18
SAN 66	**Hit Points:** 12		

Damage Bonus: none.

Skills: Bargain 60%, Climb 50%, Cthulhu Mythos 09%, Dodge 55%, Fast Talk 45%, Folklore 25%, History 50%, Library Use 45%, Occult 40%, Persuade 65%, Psychology 65%, Ride 45%, Sneak 50%.

Language Skills: English (Own) 90%, French 50%, German 40%, Latin 20%.

Weapons: *Lee-Enfield No.1 Mk.III* (Rifle) 35%, damage 2D6+4, atts 1/2, base range 110yds.

Spells: Detect Enchantment, Deflect Harm.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d8, Fighting d6, Investigation d6, Knowledge (Finance) d12, Knowledge (Folklore) d4, Knowledge (French) d6, Knowledge (German) d6, Knowledge (History) d8, Knowledge (Latin) d4, Knowledge (Occult) d6, Knowledge (Psychology) d8, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Streetwise d8, Survival d8.

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 7.

Hindrances: Code of Honor, Curious, Heroic.

Edges: Charismatic, Command, Connections (Business, Universities), Filthy Rich, Inspire, Level Headed, Mythos Exposure, Noble.

Gear: *Lee-Enfield No.4 Mk.I Rifle* (24/48/96, 2d8, Shots 10, AP 1).

Special Abilities

- **Spells:** Towton can cast *deflect harm*, and *detect enchantment.*

MARGARET (PEGGY) WALSH

Brought up in a strict Scottish household, Miss Walsh appears at first glance to be the archetypal demure secretary, and is responsible for ensuring that Lord Towton's day proceeds as planned. Appearances can be deceptive, though: despite being always fashionably and immaculately turned out, her upbringing did little to curb her inherent wild streak, and she took the job with her adventurous nobleman precisely because there was likely to be danger and excitement at every turn. Ever at His Lordship's side, she knows exactly what happened to trigger his interest in the mystical arts, but is far too loyal to talk about it without his permission.

Appearance: young, pretty, and adventurous, Peggy nevertheless has a sensible head on her shoulders and is highly organised. She enjoys a challenge, which is just as well, given who she works for.

Cth

STR 10	**DEX** 13	**INT** 15	**CON** 12
SIZ 12	**APP** 16	**POW** 12	**EDU** 14
SAN 55	**Hit Points:** 12		

Damage Bonus: none.

Skills: Bargain 45%, Cthulhu Mythos 05%, History 30%, Listen 75%, Perform (Piano) 30%, Persuade 75%, Psychology 55%, Shorthand and Typing 80%, Spot Hidden 50%.

Language Skills: Other Language (French) 60%, Other Language (German) 50%, Own Language (English) 90%.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Knowledge (Bureaucracy) d10, Knowledge (French) d8, Knowledge (German) d6, Knowledge (History) d6, Knowledge (Psychology) d8, Notice d10, Persuasion d10.

Charisma: +2; **Pace:** 8; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Curious, Loyal, Quirk (Always Tries to Look Her Best).

Edges: Attractive, Brave, Danger Sense, Fleet-Footed.

ARTHUR MORRIS

A former wrestler and thug for hire, Arthur was picked up many years ago by Lord Towton after a brawl outside a club in Soho, where he proved more than a little handy with his fists. He now acts as chauffeur, handyman, and sparring partner to his Lordship. Just as loyal as Miss Walsh, he too rarely speaks about the strange encounter that plunged them into running Section M, although he does like to drop dark hints when he's had one too many to drink. During his spells at Clemens Park, Arthur likes to keep his less reputable side in training by teaching the recruits the best ways to sabotage vehicles.

Appearance: tall, stocky, and tending towards pudginess now he is getting older, Arthur Morris' bent nose stands testament to his earlier carrier. A serious man, he is more renowned for his sense of duty than his sense of humour, and often acts as a stabilising influence on those around him.

Cth

STR 16	**DEX** 16	**INT** 13	**CON** 11
SIZ 16	**APP** 09	**POW** 11	**EDU** 10
SAN 55	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Art (Cooking) 15%, Cthulhu Mythos 05%, Dodge 40%, Drive Automobile 60%, Electrical Repair 40%, Fast Talk 70%, Fist/Punch 70%, Grapple 50%, Jury Rig 65%, Kick 50%, Mechanical Repair 55%, Navigate 35%, Operate Heavy Machine 30%, Persuade 35%, Psychology 30%.

Language Skills: English (Own) 50%.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Driving d8, Fighting d8, Intimidate d10, Knowledge (Demolitions) d8, Repair d8, Taunt d8.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7; **Sanity:** 5.

Hindrances: Loyal, Mean, Quirk (Gets Even Meaner After a Drink).

Edges: Ambidextrous, Block, Brawler, Brawny, Bruiser, Combat Reflexes, Counterattack, Dodge, Extraction, First Strike, Liquid Courage, Martial Artist, Nerves of Steel, Strong Willed, Two-Fisted.

DR. DENNIS PARKER

As head of research at Clemens Park, Dr. Parker maintains a largely liberal attitude to the strange goings on around him. Having worked for Towton as an industrial chemist before the war, he trusts his Lordship's judgement, but is more than a little bemused by the strange direction in which he finds his life turning. Assisted by a gaggle of specialists as well as Lord Towton, it is his job to ensure an apparently never-ending supply of gadgets and gizmos to Section M's field agents, something which his top-class Cambridge education has really only barely prepared him for. When not developing new toys, he helps to train the operatives in how to use them so that his months of work are not wasted by someone pressing the wrong button.

> The Director of the FBI, J. Edgar Hoover, has no truck with all this "spooky mumbo-jumbo nonsense".

Appearance: of medium build and height, Dr. Parker's only outstanding physical features are his beautiful green eyes, which miss absolutely nothing. He is calm and methodical in his work, but capable of large, apparently disconnected, leaps of logic. He tends not to speak until he is certain he has something worthwhile to say.

Cth

STR 11 **DEX** 17 **INT** 16 **CON** 10
SIZ 11 **APP** 12 **POW** 14 **EDU** 20
SAN 67 **Hit Points:** 11

Damage Bonus: none.

Skills: Art (dancing) 20%, Chemistry 80%, Craft (devices) 85%, Cthulhu Mythos 03%, Demolitions 50%, Electrical Repair 45%, Library Use 55%, Mathematics 85%, Mechanical Repair 65%, Persuade 35%, Physics 70%, Psychology 45%, Spot Hidden 75%, Teach 35%.

Language Skills: English (Own) 99%, Italian 60%.

Sav

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d6.

Skills: Knowledge (Chemistry) d10, Knowledge (Demolitions) d6, Knowledge (Italian) d8, Knowledge (Mathematics) d10, Knowledge (Physics) d10, Knowledge (Psychology) d6, Investigation d8, Notice d8, Repair d8.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Cautious, Curious.

Edges: Jury Rig, Level Headed, Mechanical Aptitude, Scholar (Physics, Chemistry).

MAJESTIC

History

As America's various military intelligence services continue to bicker amongst themselves, President Franklin D. Roosevelt decides that a new body is required to provide information for the Joint Chiefs of Staff, and to carry out the sort of assignments that the British SOE is responsible for. After consulting with William Stephenson, head of the BSC in New York (see p.9), in June 1942 Roosevelt appoints William J. Donovan to organise the new group, to be known as the Office of Strategic Services (OSS; see p.9).

Through his previous role as Co-ordinator of Information, and from his own experiences as an attorney in New York State and in Europe during World War One, Donovan has long been aware that there are other forces in the world battling to decide its destiny besides man. Having consulted with colleagues in Britain and the United States, Donovan approaches Prof. Richard Deadman and the cigar-chomping Sergeant Brandon Carter to help establish the OSS' own Mythos-fighting branch, equivalent to Section M, to be known as Majestic (MJ). No-one is quite sure why Donovan chooses this particular name, but it seems to amuse him.

Aware that running the humdrum side of the operation is going to leave him little time to give Majestic the attention it requires, Donovan appoints fellow attorney, Sally Armitage, to oversee its development and staffing. Miss Armitage is no stranger to the odd and uncanny, being the daughter of Dr. Henry Armitage, former Head Librarian at Miskatonic University, Arkham, Massachusetts, and his late wife Eleanor.

Although the FBI has jurisdiction over internal intelligence operations their Director, J. Edgar Hoover, has no truck with all this "spooky mumbo-jumbo nonsense", and while he usually strongly resents any and all interference in his personal intelligence fiefdom, is oddly happy to let Majestic take care of any unusual occurrences on home soil alongside their overseas activities. Hoover's pronouncement also spawns Majestic's alternative, somewhat derogatory, nickname: the Office of Mumbo-Jumbo.

The relationship between Britain and America's intelligence services is almost as fraught as the one between the individual American factions, at least in the early days after America enters the war. The same cannot be said of those working for Majestic—many of the senior operators and trainers have already worked in some capacity with their British counterparts, and their shared occult experiences give them a sense of kinship that is noticeably lacking between other departments. The newer recruits are carefully identified from a variety of police reports and, in an unprecedented and almost unique display of openness and co-operation on Hoover's part, the secret card files of the FBI. Those already serving abroad in various military units are recalled for special services, and a discreet recruitment campaign is undertaken by Armitage to sift out the genuinely "talented" from the charlatans.

A Very Special Fire

By late 1940 Colonel John Turner's Q- and R-sites, built to protect British airfields from aerial attack, are well established. The annihilation of Coventry in November 1940 brings about a new phase of his deception work: a plan to protect major British targets with decoy, or special, fires that will lure German night bombing raids off target. Operation SF, later Starfish, is for the most part what it appears to be—a variety of lighting rigs and fires constructed along the *Luftwaffe*'s flight path, carefully simulating street plans to draw pilots away from their intended destinations.

However, the first Special Fires site on Black Down in the Mendip Hills just south of Bristol, is home to an entirely different version of the project, and one aided by specialists from Section M. During night-flying tests in the area during the summer of 1940 aimed at improving RDF (early radar) technology, operatives noted a highly unusual St. Elmo's fire effect running along the wires of the receiving antennae. All was well until someone turned off the power. Survivors of the incident are reluctant to discuss exactly what happened, but someone had the sense to turn the power back on again, revealing a strangely-lit scene which has left many involved deeply traumatised. As dawn broke, the coloured fire descended from the wires into the hillside, though no-one was prepared to turn the power off again, just in case.

Experts from Section M were called in immediately to assess the situation. Through careful investigation and rigorous testing over the next few weeks, they established that an immature colour out of space had somehow been attracted by the specially modulated radio waves and their effect on crystals in the rocks underlying the site, and was subsequently "caught" on the antennae by the effect. Provided the power supply was maintained, the colour refrained from attacking those in its immediate vicinity, seemingly feeding off the energy provided. The project leader, a Mr. Seraph, opened negotiations with the creature which, in return for a continuous food supply and peace during daylight hours, is content to work with the Allies as part of their aerial defence of the country. The creature's ability to mimic city illuminations and searchlights, and then disintegrate over-flying aircraft makes it a very valuable resource indeed. A base to administer the operation has been built, staffed entirely by Section M personnel, under the guise of Turner's Starfish protocol.

For further details on colours out of space, see the ***Call of Cthulhu, Sixth Edition*** rulebook, p.153-154, or p.22 for the ***Savage Worlds*** version.

CODENAME: STARFISH, ENTRAPPED COLOUR OUT OF SPACE, BRITISH AERIAL DEFENCE WEAPON

Appearance: due to the nature of its confinement and the fact that this is an adult, albeit a very young one, this colour does not affect the landscape in the way that a growing larva does. As soon as it grows safely dark, the colour rises from its subterranean home in the caverns beneath Black Down and flows out across a series of wires laid out to mimic the city of Bristol if seen from the air. If enemy aircraft are detected, it attempts to lure them in with fake searchlight beams, then uses its disintegrate attack to destroy them.

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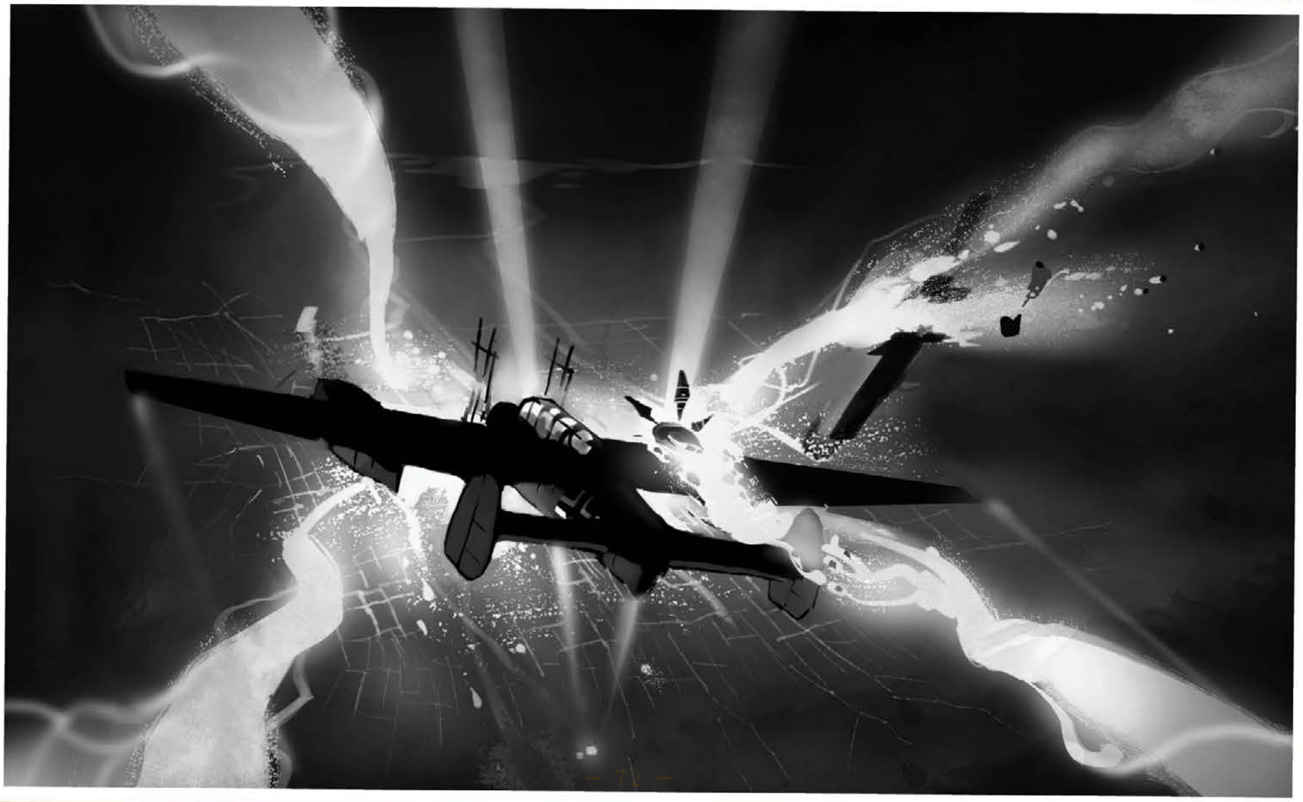

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Cth

STR 3	**DEX** 21	**INT** 12	**CON** n/a
SIZ 9	**APP** n/a	**POW** 10*	**EDU** n/a
SAN n/a	**Hit Points:** n/a		

*base POW, which increases as the Colour feeds.

Damage Bonus: none; **Move:** 12/20 flying.

Weapons: *Feed* 65%, damage 1D4 Hit Points plus the loss of 1 point of STR, CON, POW, DEX, and APP for every 10 full points of difference between the colour's POW and its victim's current Magic Points.

Mental Attack 75%, damage 1D4 Magic Points and 1D6 SAN.

Disintegrate 75%, damage 2D10. Although the energy used in the process appears to melt the target, it does not generate sufficient heat to set combustible materials on fire.

Armour: none. The colour is impervious to physical attack, but strong electromagnetic fields and certain frequencies of radio waves can trap or harm it. It is vulnerable to magic.

Spells: none.

Sanity Loss: 0/1D4 Sanity points.

Sav

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength d4, Vigor d6.

Skills: Fighting d10, Persuasion d10, Shooting d10, Stealth d12+2,

Dementia Gain: 0/1. Seeing someone being fed upon by a Colour 0/2.

Pace: 6; **Parry:** 7; **Toughness:** 5.

Special Abilities

- **Disintegration:** colours out of space can direct their energies as a touch attack which causes 4d6 damage, and ignores armour.
- **Ethereal:** colours out of space have no material form and are immune to all physical attacks. They can solidify parts of their bodies in order to grasp people or objects.
- **Feed:** colours out of space drain the life force from their prey. The colour engages its prey in an opposed Spirit roll. If the colour wins then the target's Spirit is lowered by one die, and the colour's Spirit is increased by one die. Once the target's Spirit drops below d4, it dies leaving a desiccated, gray-skinned corpse. The target can recover the lost Spirit using the Natural Healing rules (see ***Savage Worlds***).
- **Flight:** colours out of space can fly at a Pace of 18.
- **Horror:** While seeing a colour out of space is only mildly puzzling, seeing one feed provokes a Spirit (-1) roll, or the viewer must roll on the Horror Effects Table.
- **Hypnotic:** colours out of space can entrance their prey with hauntingly beautiful light displays. Treat this as the puppet power; the colour uses its Persuasion as the Arcane Skill, and can only cause the target to stand in place transfixed.
- **Mental Attack:** sentient creatures within 20 acres of a colours out of space are subjected to a daily mental attack. They must succeed on an opposed Spirit roll or suffer a Level of Fatigue. Those affected are only ever driven to incapacitation and never death.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Weakness (Strong Magnetic Fields):** strong magnetic fields can trap a colour out of space, preventing it from leaving an area.
- **Weakness (Bright Light):** bright Light inhibits a colour out of space, inflicting a -2 penalty on all of its actions. The colour must make a successful Spirit roll each turn or flee the light.

Majestic has close ties to two important universities: the Massachusetts Institute of Technology (MIT) in Cambridge, just across the Charles River from Boston, and Miskatonic University in Arkham, approximately twenty miles to the north of Boston. Their links with the weapons research laboratories at MIT, which is supported by the Office of Scientific Research and Development (whose chair also happens to be the vice-president of MIT) leaves Majestic far better supplied and funded than its British ally Section M, but they are more than happy to share the fruits of MIT's and Miskatonic's labours. As well as its northeastern locations, Majestic also has sub-offices in New Orleans and San Francisco.

Later in the war, after the Normandy landings, a new section of Majestic is established. Using the Red Ball Express as a cover, Majestic's White Ball Express consists of small, mobile units of operatives hunting for arcane and esoteric artefacts and practitioners, prior to repatriating them to the Unites States, in what becomes a model for the later OSS Operation: Paperclip.

Headquarters: Washington, D.C.

The Le Droit Building, on F Street NW and 8th, is apparently just a plain, old office block with a few shops on the ground floor. It is in a good location in the Pennsylvania Quarter, being just over the road from the Patent Office and the General Post Office, even if it is a little

old-fashioned in not having an elevator. It is so ordinary, in fact, that no-one suspects the small legal company in Office 401 of being anything other than what it claims to be, seeing as it is not the first, nor will it be the last, law firm to take up residency on the block. Insisting on a little autonomy from its parent organisation, which is based a couple of miles away at 3240 E Street NW, Majestic uses Armitage McVay as a front for its clandestine operations. Miss Armitage did lobby to have the offices located nearer to Miskatonic University, but Colonel Donovan insists on having his oddballs somewhere were he can at least attempt to keep an eye on them.

Occupying the top floor of Number 800, right on the corner of F Street and 8th, Armitage McVay has four rooms: a tasteful but restrained reception area watched over by two secretaries, a meeting room, and two private offices. The rooms themselves are protected by a variety of wards and sigils. Mr. McVay's office is primarily used for storage of sensitive materials before they are shipped to Arkham for further study, and for monitoring radio communications. The room is sound-proofed and is more heavily warded than the other rooms, even though any artefacts or tomes are kept here for the minimum amount of time possible. Mr. McVay himself does not actually exist, so has no real problems with having his office taken up with electronic equipment and strange objects. Shortly after moving into the offices in early July, 1942, "he" was tragically drowned in a boating accident off the New England coast, leaving his poor business partner Miss Armitage to soldier on alone.

Massachusetts

Agents working for Majestic train alongside other OSS operatives in the Chopawamsic Recreational Demonstration Area in Virginia, the Congressional Country Club at Bethesda, Maryland, and even occasionally over the border in Canada at Camp X, but for the most special of specialist training, they must travel into the wilds of Essex County, Massachusetts, and the hills and woodlands around the city of Arkham. For further details on the layout of Arkham and Miskatonic University, see the ***Call of Cthulhu, Sixth Edition*** rulebook, p.280—282.

Arkham itself has seen something of a resurgence in its fortunes since the United States entered the fray. Its floundering textile mills have taken on a new lease of life as a result of their war work, making the fabrics necessary for service uniforms and a variety of other essential purposes. Its Medical School is also a hive of activity, training legions of new nurses and doctors in readiness for the ongoing campaigns in Europe and the Pacific, and the Sanitarium continues its pioneering work into the treatment of shell shock and battle fatigue.

Majestic operatives are billeted in some comfort compared to other OSS recruits, staying at the Hotel Miskatonic, where a whole floor has been reserved just for the purpose. All recruits must attend a series of seminars at the University, curated by the current Head Librarian, Dr. Wilfred C. Llanfer. Held jointly in the Anthropology and Theology departments, the classes concentrate on a mixture of practical and theoretical elements in an attempt to prepare the agents for field training around Billington's Woods, Meadow Hill, and Dunwich. Those seeking a more in-depth practical approach to the magical arts must organise their own training, or seek the advice of Etienne-Laurent de Marigny in Majestic's New Orleans "office".

Key Figures

SALLY ARMITAGE

Her father's involvement in a series of strange events in the late 1920s, and her own childhood in the woods and fields along the Miskatonic River have prepared Miss Armitage, in some small way, to deal with the baffling and bizarre cases that Majestic are tasked with solving. Direct and unfussy, Sally's mind is highly analytical and she is an excellent judge of character. She has always worked hard to get what she wants and expects the same dedication from her staff. No practitioner herself, she both admires and is highly wary of anyone professing actual ability in the arcane arts. Even though her father's health is now failing, she still consults him regarding the more obscure minutiae of her current occupation.

Appearance: willowy and serene, the first few flecks of grey are starting to appear in Sally's practically-styled and neatly-groomed hair. Quiet and watchful, she is an excellent listener and quite adept at leading people into telling her more than they probably should with her insightful yet apparently harmless questioning technique.

Cth
STR 10 **DEX** 11 **INT** 17 **CON** 13
SIZ 10 **APP** 12 **POW** 13 **EDU** 21
SAN 59 **Hit Points:** 12

Damage Bonus: none.

Skills: Bargain 80%, Cthulhu Mythos 06%, Espionage 30%, Fast Talk 85%, Folklore 55%, History 70%, Law 85%, Library Use 70%, Listen 80%, Occult 15%, Persuade 80%, Psychology 70%, Spot Hidden 65%.

Language Skills: English (Own) 99%, French 30%, Latin 40%.

Sav **Attributes:** Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6.

Skills: Investigation d10, Knowledge (Folklore) d8, Knowledge (French) d6, Knowledge (History) d10, Knowledge (Latin) d6, Knowledge (Law) d12, Knowledge (Occult) d4, Knowledge (Psychology) d10, Notice d12, Persuasion d10.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Quirk (Expects Her Underlings to Work as Hard as She Does), Quirk (Never Takes Her Eyes Off an Occult Practitioner), Vow (Dedicated to Majestic).

Edges: Alertness, Charismatic, Scholar (Folklore, History, Law, Psychology).

DR. WILFRED C. LLANFER

Head Librarian at Miskatonic University since the mid-1930s, Dr. Llanfer is very fond of his former mentor's daughter, and is delighted to be of service to both her and his country, although deep down he fears the repercussions of delving too far into forbidden lore to secure victory, for both sides. Precise and generally charming, only a wanton disregard for knowledge and a lack of care towards his precious books are known to rouse him to anger. He attempts to steer any trainees away from what he considers to be harmful areas of research, and concentrates on providing a curriculum promoting protection and avoidance rather than head-on challenge.

Appearance: tall, spare, and topped by an immaculate crown of white hair, Dr. Llanfer is no longer in the prime of his youth, as evidenced by the slight stoop with which he now walks. His mind, however, is still razor-sharp and he knows the location of every book in his beloved library, as well as the names of those borrowing them.

Cth
STR 08 **DEX** 10 **INT** 16 **CON** 09
SIZ 15 **APP** 10 **POW** 17 **EDU** 20
SAN 75 **Hit Points:** 11

Damage Bonus: none.

Skills: Cthulhu Mythos 10%, Folklore 75%, History 90%, Library Use 99%, Occult 65%, Persuade 60%, Psychology 35%, Spot Hidden 60%, Teach 60%.

Language Skills: English (Own) 99%, Greek 70%, Latin 75%.

Spells: Deflect Harm, Elder Sign, Warding.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d12, Strength d4, Vigor d4.

Skills: Intimidate d8, Investigation d12+1, Knowledge (Folklore) d10, Knowledge (Greek) d10, Knowledge (History) d12, Knowledge (Latin) d10, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Psychology) d6, Notice d8.

Charisma: 0; **Pace:** 5; **Parry:** 2; **Toughness:** 4; **Sanity:** 7.

Hindrances: Elderly, Pacifist (Minor), Quirk (Seems to Care More About Books than People).

Edges: Investigator, Scholar (Folklore, History, Latin, Occult).

Special Abilities

- **Spells:** Llanfer can cast *deflect harm*, *elder sign*, and *warding*.

ETIENNE-LAURENT DE MARIGNY

Noted Creole mystic and Oriental scholar de Marigny lives comfortably in his extravagantly decorated New Orleans home, an annexe of which serves as the unofficial office of Majestic in the Deep South. Well-versed in the occult, his practical experience is invaluable to those who seek him out. Having served in the French Foreign Legion in his youth, he understands the dangers of armed conflict and the forces both sides are playing with. Although not overly enthusiastic about involving himself in the Secret War, he understands the necessity of levelling the playing field against Black Sun and *Nachtwölfe*, and sees his work for Majestic as a duty rather than a pleasure. He will only take on the most gifted of students, and does not suffer fools gladly.

Appearance: handsome and slender, with a dark complexion and a neatly trimmed moustache, de Marigny retains his youthful good looks. His fashion sense tends towards the old-fashioned with a hint of military uniform, and his gaze often seems to be focussed elsewhere.

STR 08 **DEX** 11 **INT** 17 **CON** 08
SIZ 10 **APP** 14 **POW** 16 **EDU** 19
SAN 65 **Hit Points:** 9

Damage Bonus: none.

Skills: Anthropology 35%, Archaeology 30%, Astronomy 30%, Bargain 35%, Command 40%, Cthulhu Mythos 15%, Fast Talk 45%, History 60%, Library Use 55%, Mathematics 50%, Occult 65%, Persuade 65%, Physics 35%, Psychology 60%.

Language Skills: Creole (Own) 95%, English 65%, Greek 40%.

Weapons: *Gabilondos Ruby Pistol* (Handgun), damage 1D8, atts 3, base range 15yds.

MAC Modèle 1886/93 'Lebel' (Rifle) damage 2D6+2, atts 1/2, base range 110 yds.

Spells: Augur, Bind Enemy, Brew Dream Drug, Chant of Thoth, Detect Enchantment, Implant Suggestion, Prinn's Crux Ansata. Other spells are at the Keeper's discretion.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Anthropology) d6, Knowledge (Archaeology) d6, Knowledge (Astronomy) d6, Knowledge (English) d8, Knowledge (Greek) d6, Knowledge (History) d8, Knowledge (Mathematics) d8, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Physics) d8, Knowledge (Psychology) d8, Persuasion d6, Shooting d8.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Habit (Stares into the distance), Habit (Tries to get his business with the heroes over and done with as quickly as possible), Outsider.

Edges: Attractive, Mythos Exposure.

Gear: *Gabilondos Ruby Pistol* (12/24/48, 2d6, Shots 9, Semi-Auto), *MAC Modèle 1886/93 'Lebel' Rifle* (24/48/96, 2d8, Shots 8, AP 2), Prinn's Crux Ansata.

Special Abilities

- **Spells:** de Marigny can cast *augur, brew dream drug, bind enemy, chant of Thoth, detect enchantment, implant suggestion*, and *Prinn's crux ansata*. Other spells at GM's discretion.

MISS BEVERLEY INGHAM & MISS OLIVIA PETERSEN (ARMITAGE MCVAY)

Former legal secretaries Miss Ingham and Miss Petersen are both knowledgeable women and old hands at running an efficient and demanding office. Miss Ingham maintains a purely professional interest in her work, whereas Miss Petersen is secretly fascinated by it. Both have taken their clandestine retraining in their stride and are essential in maintaining the façade of a small but promising law firm.

MISS INGHAM

Appearance: in contrast to Miss Petersen, Miss Ingham is in her late twenties and comes originally from mid-Western farming stock. She is solidly built with an unruly shock of curls and a dowdy taste for serviceable, plain clothing.

STR 14 **DEX** 13 **INT** 15 **CON** 16
SIZ 14 **APP** 07 **POW** 08 **EDU** 14
SAN 40 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Bargain 25%, Espionage 25%, First Aid 50%, Law 55%, Listen 50%, Persuade 60%, Psychology 65%, Radio Operator 65%, Shorthand and Typing 70%.

Language Skills: English (Own) 75%, German 60%, Japanese 45%.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Skills: Healing d6, Knowledge (Communication) d8, Knowledge (German) d8, Knowledge (Japanese) d6, Knowledge (Law) d8, Knowledge (Psychology) d8, Notice d6, Persuasion d8.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 5.

Edges & Hindrances: none.

MISS PETERSEN

Appearance: miss Petersen is the oldest of the two Armitage McVay secretaries. Her blonde hair is heavily silvered, and her pale skin hints at her Nordic ancestry. Quite athletic in her younger days, she is still an attractive woman and allows herself a single piece of colourful costume jewellery to brighten her otherwise stuffy office wear.

STR 09 **DEX** 15 **INT** 12 **CON** 10
SIZ 09 **APP** 16 **POW** 07 **EDU** 15
SAN 35 **Hit Points:** 10

Damage Bonus: none.

Skills: Cryptography 45%, Espionage 35%, Law 60%, Library Use 55%, Listen 70%, Occult 10%, Persuade 65%, Psychology 60%, Shorthand and Typing 80%.

Language Skills: English (Own) 85%, French 45%, Norwegian 55%.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6.

Skills: Knowledge (Cryptography) d6, Knowledge (French) d6, Knowledge (Norwegian) d6, Knowledge (Law) d8, Knowledge (Psychology) d8, Persuasion d8.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 4.

Hindrances: none.

Edges: Attractive.

THE CULT OF THE BLACK SUN

There can be no doubt that the Nazis are the darkest manifestation of human evil the world has yet to witness, but there is a name that when whispered strikes fear into the heart of even the most ruthless *Einsatzgruppe*. Among their enemies their name is little heard as they stalk the shadows between the worlds, but to the Nazis they are known as *Die schwarze Sonne*, the Black Sun.

Their mission is a closely guarded secret, and they often operate behind a façade of academic or scientific legitimacy even within their own forces. Feared and mistrusted by the rank and file of the *Wehrmacht*, Black Sun moves with impunity behind the scenes of the Nazi machine, practising the foulest of crafts alongside their SS brethren, and all (allegedly) in the name of the *Führer*.

Men would sooner face the frozen Eastern Front than hear Black Sun calling the names of their terrible god. The cult's sorcerers seldom concern themselves with friendly casualties during their rites, and rumour suggests they often encourage such deaths should it please their gods. While *Nachtwölfe* employ their warped science to bring Hitler's nightmare weapons to life, Black Sun and their master Reinhardt Weissler tread forbidden paths, calling long forgotten blasphemies to walk the Earth once more.

The German Occult Revival

Like many of its neighbouring powers, Germany experiences a series of revolutions during the late 19th Century: industrial, political, economic, and spiritual. As the century turns, the modern occult revival of Germany, as typified by the German Theosophical Society, brings a scientific and philosophical approach to the study of the esoteric arts as the nation embraces the industrial age.

The Black Sun

Hidden deep within the Dreamlands on the Plateau of Leng, forgotten by man, its name only whispered by the dwellers in that terrible place, lies the Valley of the Black Sun. Embraced by jagged peaks of blackest stone and ice, and entered only by the most perilous of paths, the Valley is of another world and another time.

A stark wilderness lies within, a swampland of brackish, black pools and stunted, blighted undergrowth, inhabited by twisted versions of life. And all of this grotesque scenery is bathed in the impossible light of the Black Sun, hanging malevolently over the landscape.

Beholding the Black Sun is to look upon the Key and the Gate in his eternal prison at the convergence of all points in time and space. Here dwells Yog-Sothoth, trapped by the Elder Gods, suspended outside our reality but ever striving to leak into our world. Although the Outer God exists beyond the realms of space and time, aspects of its form still manage to manifest themselves—the Black Sun being one such countenance. A void-like star giving off a frigid, grey light that strips everything of contrast and depth, and much larger in the sky than our own sun, the Black Sun radiates a sense of malice and intelligence that most sane men find unbearable.

Looking directly at the Black Sun burns the eyes just as looking at our own life-giving star does, but it is only when the viewer looks away and sees the impossible shapes burnt onto their retinas, still restlessly moving, that the true nature of the Sun is revealed. Normal activity is possible provided that the person steadfastly avoids eye contact with the dreaded sphere, though extended periods of time in the Valley slowly gnaw away at a person's willpower until they do look at it directly.

Until the rediscovery of the Valley of the Black Sun by Reinhardt Weissler, there was little recent worship of the Black Sun among men, and no organised cults were known to exist.

Cth For each day spent in the Valley of the Black Sun, a character must make a POWx5 check with a -2% cumulative penalty per day. Failure indicates that the person has finally succumbed and beheld the bloated orb. Anyone unlucky enough to see the Black Sun, intentionally or otherwise, suffers 1D8/1D20 Sanity loss.

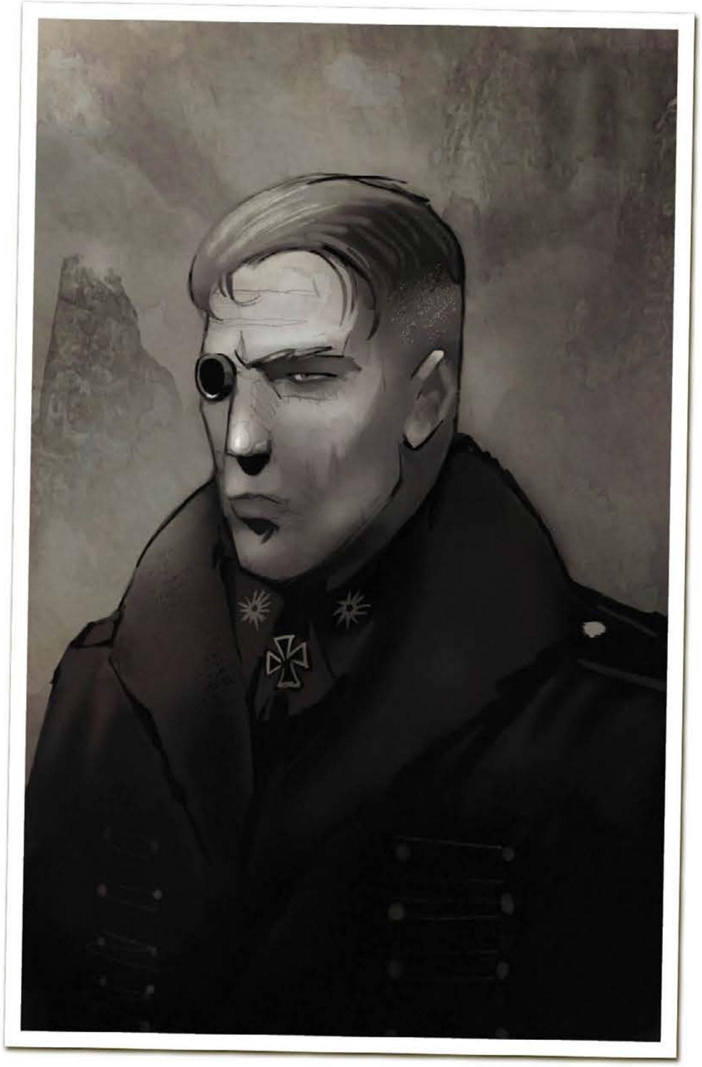
Sav ***Savage Worlds*** characters must make a Spirit roll, with a cumulative -1 penalty for every 2 days they remain in the Valley. Failure indicates that the person has finally succumbed and beheld the bloated orb, either intentionally or accidentally. Anyone unlucky enough to see the Black Sun makes a Terror roll at -2.

But as electricity brings light to the darkness, so the renewed interest in the old ways brings with it shadows that linger in the secret places. While the Theosophists attempt to create a new set of beliefs, others are rediscovering older rites and adapting them to this new world.

REINHARDT WEISSLER

Born in Leipzig in 1838, Reinhardt Weissler is an accomplished scholar and, according to some sources, a practitioner of black magic. Feared by those who know (and knew) him, he is a man of influence, though a very private one. Rumour attests that Bismarck consults him on several occasions during the Unification in 1871, and his wisdom is often sought out, though only by those prepared to pay the price.

It is of no surprise to many when he disappears in 1890. Although a police investigation is mounted, no evidence of foul play can be found. The sorcerer had, according to the police report, simply vanished. Though his estate is kept intact in accordance with instructions left in his will, Weissler is declared officially dead two years later, and is largely forgotten as Germany approaches the 20th Century. But while the world forgets, Reinhardt Weissler dreams.



Many years before, Weissler had learned the ways to reach the Seventy Steps of Light Slumber, and had proven himself worthy before Nasht and Kaman-Tha. He had walked the streets of Celephais and seen the Black Galleys prowling the waves, and soon he ventured north to the Plateau of Leng and followed the old legends into the Cold Waste. There, hidden from the dreaming world by the obsidian peaks on all sides, he found the Valley of the Black Sun. As Weissler sank to his knees in awe at the great black orb hanging over the valley, he stared deep into its heart and the Black Sun stared back into his.

Understanding immediately that he was in the presence of a greater power, Weissler pleaded for a sign of its wishes, screaming at the sky, half-crazed by the vision before him. But it was another who answered him then, not the Black Sun. Appearing to him as a man, though with eyes as black as the star above them, Nyarlathotep, the Crawling Chaos, made his presence felt. What took place in that desolate wilderness between the two will never be known, but Weissler emerged from his dreams a transformed man. He immediately put his affairs in order and gave instructions for the retention of his estates upon his death; then, using an incantation gifted to him by Nyarlathotep himself, he placed his body into a deep hibernating sleep, hidden away in the family's private tomb in the grounds of the house.

In this unnatural state of sleep, Weissler is able to remain in the Dreamlands indefinitely, with his body requiring no sustenance, and aging only a single day for every year he remains dreaming. In this state he becomes a student to the Black Pharaoh, learning from him the secrets of the Black Sun and the magic that binds it to the Valley. The horrors Weissler witnesses should have rendered him beyond insanity, but the sorcery of the Crawling Chaos ensures that his mind remains intact.

As the years pass, Weissler learns much from Nyarlathotep, and comes to understand the true nature of the Black Sun. Where saner men would flee, their minds in tatters, Weissler only craves more knowledge, and so finally Nyarlathotep reveals his purpose: as the Black Sun shines over the Valley, so it must shine over all.

The magic of the ancient men imprisoned the Black Sun, and only their magic can release it once again. Weissler is commanded to discover the means by which the Hyperboreans trapped the Black Sun and break the seals, allowing it to bathe the waking world in its light, as it had done aeons before.

Returning to the waking world, Weissler discovers that twenty-five years have passed and finds Germany in the throes of a new and terrible war. Seeing the carnage gives him an even greater resolve to bring the healing light of the Black Sun to this world.

As the old adversaries of Europe plunge into the First World War, spiritualism gives way to despair, and many of the original progressive movements are engulfed by the horror of the conflict unfolding around them. The eventual defeat of Germany and the crippling terms of the Treaty of Versailles only help to further fuel that anguish and twist it into resentment and hate.

Amidst the political and economic turmoil of post-war Germany, new movements begin to develop. Though bearing many similarities to the earlier Theosophical movement in essence, they show a greater focus on nation and nationalism, and for the first time speak of Aryanism and the Germanic people. Many of the new generation of occultists are little more than political agitators and bigoted ideologues, eager to voice their warped views from behind a veneer of ancient, spiritual "truth". Hidden in their midst, though, are those with a true understanding of the nature of the universe, and the will to use this knowledge to forge a new future for Germany.

Rudolf von Sebottendorff

Adam Alfred Rudolf Glauer (1875-1945). A wealthy adventurer and mystic, there is some confusion as to exactly how the working class son of a railway engineer becomes a Baron, though his adoption by one or more branches of the aristocratic von Sebottendorffs is allegedly true. Extensively travelled, he claims to be a Rosicrucian and an Odinist, as well as a Freemason, and is fascinated by secretive, mystical cults, of which he makes a life-long study. Fluent in Turkish, and a convicted forger and deceiver, after escaping *Gestapo* detention in Germany following his attempts to reinvigorate the Thule Society, he works as a spy for the German Intelligence Service in neutral Turkey. Apparently, he isn't very good at it.

THULE GESELLSCHAFT

Of the new occult movements that rise in the aftermath of the Great War, the *Thule Gesellschaft* (Thule Society) has the most dramatic effect on history. A mystical society based in part on the theosophical writings of Guido von List and Lanz von Liebenfels (p.64), the group is, to begin with, a front for another secret society: the *Germanenorden Walvater of the Holy Grail*, dedicated to the pagan triple god, Walvater. Established by Baron Rudolf von Sebottendorff and Walter Nauhaus in Munich in the summer of 1918 to protect the *Walvater* sect from their enemies, the Thule Society believes in a glorious Germanic past, alchemy, astrology, and the secret power of runes. Although it shares many of its beliefs with other ariosophist organisations, it is far more successful in its early days, thanks to the energy and drive of von Sebottendorff.

Weaving myths of Atlantis, Hyperborea, and the lost Aryan people around German nationalism, the Thulists quickly establish a considerable following amidst the political chaos that dominates post-war Germany. Well aware of the power of symbols, the Society's emblem is a dagger wreathed in oak leaves, backed by a shining, curved swastika. Publicly, it meets regularly at the *Hotel Vier Jahreszeiten* in Munich, where an eclectic series of lectures are open to all. Its brethren also meet in secret in the basement of the Bavarian State Library, and in the homes of its leading council.

Despite its original "public" mission to advance the esoteric sciences, the Society quickly becomes a melting pot for a number of right-wing, anti-Semitic ideologies and is considered a grave threat by the government. Seven of its members, including its co-founder Nauhaus, are executed by Communist forces in 1919, allegedly for their right-wing political beliefs, marking the start of the Society's decline. Many believe that Reinhardt Weissler is actually behind the murders, although they dare not say so openly.

The beliefs of the Thule Society, though twisted by politics and racism, centre on the origins of the German people and their descent from the primordial Aryan race who they believe ruled the lost lands of Atlantis and Hyperborea. Convinced that these ancient people possessed great knowledge, far beyond current understanding, their ultimate goal is the realisation of their ancient heritage and the rise of a new Aryan empire. Through harnessing the power of their lost ancestors, the Thule Society believes they can produce a German Messiah to raise Germany up from its post-war despair. The Nazi intellectual Alfred Rosenberg, who formulates much of the Party's ideological creeds around race and German purity, develops many of his theories after exposure to the Thule Society's peculiar brand of esoteric thought.

The Society's beliefs are often contradictory to one another and it would probably have died a quiet death amidst the political tensions and intrigues of post-War Germany were it not for the arrival of two new members in 1919. One rises to become the greatest mass murderer in human history; the other stalks the shadows alongside him and hopes to accomplish something far, far worse. And thus, unbeknownst to its other members, the fate of the Thule Society is sealed.

Through harnessing the power of their lost ancestors, the Thule Society believes they can produce a German Messiah.

Introduced to the Society by politician and revolutionary Dietrich Eckhart, Adolf Hitler attends many meetings and, finding their views on race and politics agreeable, embraces their cause, adopting many of their ideologies while drawing on their political and social connections to further his own rise. Believing the Austrian to be their prophesised leader, Eckhart introduces Hitler to many of the group's most influential thinkers, and mentors him in the ways of politics. When Eckhart and the politician Anton Drexler found the *Deutsche Arbeiterpartei* (DAP), or German Workers' Party, the forerunner of the Nazi Party, Hitler soon joins them along with many of the Society's members, preferring political action to esoteric discussion.

While Hitler embraces the attentions of the Thule Society, Reinhardt Weissler prefers to remain at one remove, and for many meetings his presence is barely noted. Only the Austrian occultist Karl Maria Wiligut makes any attempt to engage the gaunt Bavarian in discussion, and after a series of private meetings he becomes a devoted follower of Weissler's new Black Sun movement. Wiligut becomes increasingly unstable over the subsequent years and is eventually committed to a Salzburg asylum. Although his activities with the Thule Society and Weissler are never definitively proven to have caused his mental deterioration, doctors note that he frequently mutters about "It" watching him in times of stress.

Despite the setback with Wiligut, Weissler begins to move among the Society's occultists, talking of the revelations he experienced in the Valley of the Black Sun. He claims that the destiny of the German people is this: to bring the Black Sun back into the world and build a great eternal empire for the German people living beneath it. Only the magic of the lost Hyperboreans can reveal to the faithful the means to release the Black Sun, so that all can behold its invisible light.

Weaving many of the group's Aryan myths into his rhetoric, Weissler begins to develop a following among the occultists, though few of the politicians have time for his new theology. Those who prove themselves are taken to witness the power of the Black Sun for themselves, and those who return do so as fervent worshippers of the foul blasphemy they have beheld.

The formation of the DAP, and the subsequent exodus of members to both it and Black Sun prevents the Society from gaining further strength. Hitler quickly rises through the ranks of the DAP, and in 1920 moves to sever all links with the Thule Society, contributing to its eventual end. Far worse, though, is the loss of the Society's genuinely gifted disciples to Weissler. The dramatic fall in membership forces the group to officially disband in 1925, although the petty dabblers not recruited by Black Sun are briefly reactivated by von Sebottendorff in 1933, before the organisation is decisively crushed, never to surface again.

The Rise of the Black Sun

Weissler and his followers abandon the Thule Society in 1921 and establish the Order of the Black Sun, a movement dedicated to bringing about the birth of their corrupt celestial sphere over Germany. Weissler appoints the five most powerful sorcerers among his followers as his Priors. All are true believers who have embraced the Black Sun into their hearts (or so he thinks), and who speak with Weissler's authority to the lower ranks of the Order. Careful to ensure that his message is palatable to a wider audience, Weissler orders that only those of his inner circle are made aware of the true mysteries of the Black Sun. To the lower ranks of the Order, only the ideology of Aryanism and Germanic purity is preached. Weissler plans to reveal the magnificence of the Black Sun to them in time, but not until he possesses the knowledge to release it upon the Earth.

Black Sun remains firmly in the shadows until 1930, consolidating its ranks and scouring the libraries and collections of Europe in search of any fragments of ancient knowledge, no matter how small, that could provide the key to unlocking the Hyperboreans' magic. Though their endeavours yield other blasphemies, their efforts are frustrated by bureaucracy and a lack of political clout with which to counter it.

Weissler realises that Black Sun is in danger of never gaining access to the material they truly wish to read, nor can they carry out investigations in foreign states for fear of being branded spies due to the paranoia of the day. Watching the rise of the Nazis with interest, he determines that they represent the most likely allies to his cause. In the chaos of the Weimar Republic, the Nazis rapidly assume control, and look likely to achieve political domination of the country. Karl Maria Wiligut, recently released from his asylum, abandons his family to return to Germany in order to rejoin his Master, Weissler. Well respected by the Nazi leadership as an Aryan thinker, Wiligut brokers a private meeting between Weissler and the Nazi *Reichsführer-SS*, Heinrich Himmler, an avid occultist and a ruthless politician.

THE REICHSFÜHRER

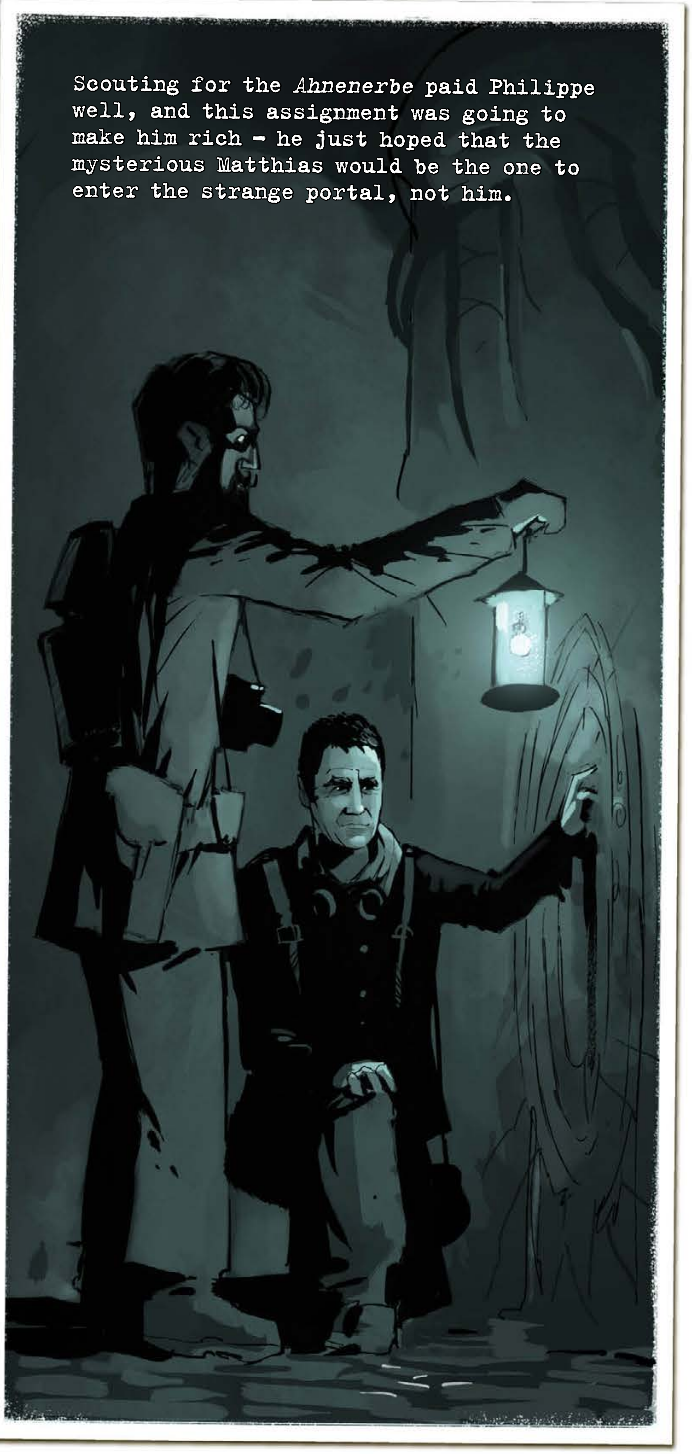
Himmler leaps at the chance to meet with Weissler, having learned of his reputation as a sorcerer through his own interest in the occult arts. The two men meet in a private suite at Berlin's *Hotel Adlon* in early 1933, and over the course of an evening the Swastika and the Black Sun are united. Weissler vows his order's support for the Nazis in their rise to power, and in return the Nazis agree to give Black Sun their official authority to act in all matters of a supernatural nature. However, to protect their operations from undue scrutiny, they must work under the auspices of archaeological and historical research, and report directly to Himmler as a department of the SS.

Although Weissler is obviously a man of power, Himmler insists on a display of commitment from Black Sun to show their willingness to take whatever action is required to ensure Germany's ascension. Weissler's response is simply "to listen to the flames". The next night, 27th February 1933, a Berlin fire station receives an alarm call that the *Reichstag*, seat of the German Parliament, is alight. Fire-fighters arriving at the scene are unable to contain the blaze, reporting that the flames almost appear to dance away from their hoses. Several men later swear that they heard a chattering laughter coming from the conflagration, and glimpsed floating, dancing points of light darting from flame to flame. Himmler is immediately convinced of Black Sun's power.

Expeditions

Over the coming years, Black Sun extends its grasp beyond the *Reich* and undertakes a number of expeditions in search of Weissler's prize. The first takes a team of researchers, under the leadership of Prior Mina Wolff (then head of overseas acquisitions), to the disputed Karelia region of Finland. There, under constant threat of Communist interference, Wolff is permitted to record the songs and rituals of the pagan shaman of that land (which appear to be linked to Hyperborean texts already in their possession). In subsequent years, Black Sun/Ahnenerbe research teams criss-cross the globe investigating local legends and ancient ruins in the hope of discovering the key to their respective crusades.

After the formation of *Nachtwölfe* (p.82), a rivalry develops between the two factions in the field, with both groups often clashing over the rights to new sites. Eventually a tentative agreement is reached, giving *Nachtwölfe* jurisdiction over "technological" artefacts, while Black Sun is given authority over more "arcane" finds. However, the definition of what constitutes "technological" and "arcane" is, understandably, somewhat blurred, and the truce is a fragile one at best, largely existing only on paper.


Scouting for the *Ahnenerbe* paid Philippe well, and this assignment was going to make him rich – he just hoped that the mysterious Matthias would be the one to enter the strange portal, not him.

Within a year the Nazi Party is in total control of the German state, clearing a path for Black Sun to begin systematically raiding every library and private collection for further clues to the magic of the Hyperboreans. Though this allows Weissler to greatly expand his operations, resistance from true academics, even from those with pro-Nazi views, is a constant distraction. Despite their façade of legitimacy, Black Sun is viewed with the same suspicion and disdain as the SS by those in academia.

Alfred Rosenberg, the Nazi's chief racial theorist, has a particular loathing for Weissler and his methods. His own organisation, *Amt Rosenberg*, charged with developing and monitoring the cultural policies of the Third *Reich*, clashes regularly with the arrogant Priors of the Black Sun both in the corridors of power and in the field, little realising the peril of its actions. Rosenberg attempts to block the activities of Black Sun, and repeatedly calls for Himmler to "rein in his hellhounds". Himmler, for his part, shows little enthusiasm for the suggestion.

THE AHNENERBE

In 1935, Himmler establishes the *Ahnenerbe*, a cultural study and think tank intended to advance research into the anthropology and culture of the Aryan race. The *Ahnenerbe* is able to attract a number of pro-Nazi academics to its ranks, and acts as a convenient cover behind which Black Sun can operate with relative impunity.

Those archaeologists and historians that the organisation does entice into its ranks give the *Ahnenerbe* the credentials it needs in the field. The Dutch-German historian and religious scholar Hermann Wirth is installed as the head of the division, though in reality he is only a figurehead. It is Himmler who truly directs the *Ahnenerbe*'s operations, and in 1937 Wirth is removed from his post. Officially he is discharged for his contrary views on German religion compared

Star Gazing

The domed roof of the North Tower houses a planetarium, though the telescope located here is of unusual manufacture. Comprised of three lenses constructed of a peculiar black crystal, the telescope does not show the stars as we know them, but instead gives the viewer a glimpse of their counterparts in the Dreamlands. An investigator looking through the telescope will be subject to the effects of viewing the Black Sun as described on p.77. If the telescope were to be focused elsewhere, there is no guessing what horrors might be glimpsed in the dreaming skies.

to those of the Nazis, but in reality Wirth suffers the misfortune of digging too deep into Black Sun's special research projects. Having witnessed cadavers as they spasmed and lurched at him from operating tables, he runs to Himmler, begging him to destroy the sorcerers and their unholy experiments. Himmler, in a rare display of compassion for an old acquaintance, though disturbingly unsurprised by what he hears, arranges for Wirth to be exiled from the *Reich* rather than allow Weissler to resolve the problem.

Though Himmler is annoyed at the loss of the respected historian, he now has further assurance that Black Sun is fulfilling its part of the agreement, visiting Weissler to witness the progress of *Projekt Gefallene* for himself that same day (p.85).

WEWELSBURG

Wary of the attention some of Black Sun's more disturbing activities might bring, Weissler informs Himmler that he needs to build a temple to the new Nazi faith, and requests that the *Reichsführer* purchase Wewelsburg Castle for him. A 16th Century fortification in the North Rhine region, Wewelsburg lies some 8 miles from the town of Büren. Long associated with the dark arts, Wewelsburg is used to imprison thousands of witches during the 17th Century, many of whom are tortured and executed at the site.

Built on a low mound amidst rolling hills, the grounds of the original castle become the inner sanctum of the SS and the new lair of Black Sun. Taking possession of the castle in 1935, Black Sun is now able to carry out their horrific rites hidden from the world, allowing Weissler to focus himself fully on the search for the key to release his grim deity.

The triangular keep has been greatly expanded since Black Sun's arrival. The site is now ringed by a concrete wall, inside which much of the old village has been flattened and replaced by barracks, workshops, laboratories, and a small airfield. Intentionally isolated, the countryside around the castle is subject to regular foot patrols and its approaches are heavily guarded, with both anti-tank and anti-aircraft artillery positioned throughout the site. The main castle is now divided into an outer ring (containing administration offices and other mundane functions) and the inner keep (comprised of three main towers, each with a baroque domed roof).

Officially a centre of learning for SS leadership, only the most fanatical of Himmler's SS attend Wewelsburg, allowing Black Sun to operate with relative freedom. While most of the surface facilities are given over to everyday research, the vaults beneath Wewelsburg are where Black Sun carries out its most horrific experiments. Here they are free to unlock the secrets the *Ahnenerbe* expeditions have found. Access to the vaults is heavily restricted, and only Black Sun members are permitted to pass through the great steel blast doors in the basement floors of the inner keep.

Permanently under the watchful gaze of members of *die Toten*, Weissler's personal guard, the vaults house an ever-expanding network of laboratories and offices where the most dangerous of the cult's finds are analysed for practical use. Beneath the vaults lie several basements containing cells and holding pens for Black Sun's test subjects - some human, some stripped of any vestiges of humanity they may once have had. A number of the cells are much larger and reinforced with steel and concrete, ready for whatever else Black Sun might discover in their delving.

While little is unearthed that can help Weissler fulfil his goal, many lesser discoveries are made and put to work beneath Wewelsburg. Black Sun's activities have done little to dissipate the building's ghoulish reputation, and the locals in the surrounding villages whisper of the shadows hanging over the castle, barring their doors whenever the black Mercedes limousines glide to and fro.

Despite the protestations of Mina Wolff, Weissler shows little interest in the ancient technology the expeditions are returning with, instead obsessing over every incantation and spell that they uncover in a variety of lost and blasphemous writings. While the unnatural devices are of scientific curiosity, they can not help him achieve his goal and, under his direction, most of these finds are catalogued and shut away in the vaults.

In 1936, Weissler's obsessional search delivers its first real reward when an expedition to Sweden, sent to investigate petroglyphs carved into the walls of a cave near Bohuslän, reports that the language used matches the few fragments of Hyperborean runes that they have found so far. Weissler personally flies north to inspect the carvings before ordering the walls to be torn from the rock for study back in his personal laboratory at Wewelsburg.

Nachtwölfe

Weissler shuts himself away for six months to examine the carvings, taking no interest in the leadership of Black Sun and leaving Prior Wolff to administer in his place. In his absence, grasping her opportunity to conduct her own investigations, Mina loses no time in opening the archives to study the many artefacts previously consigned to gather dust in the vaults beneath Wewelsburg.

With the full resources of Black Sun at her disposal, Mina's new policy quickly succeeds as her experimentation leads to the development of a complex serum with the power to revivify inanimate tissue (p.235). The sudden reanimation of the flesh, and its spread to other samples at terrifying speed, claims the lives of three researchers before the contagion can be contained by troops armed with *Flammenwerfer 35* flamethrowers.

Mina quickly covers up the incident and Weissler remains unaware, locked as he is in deep contemplation in his chambers. Recreating the experiment, but with far greater care and caution, she is able to manufacture a crude aerosol version of the serum, to be delivered by artillery shell or bomb. Realising Weissler's likely anger at her disregard for his orders, Mina chooses to gamble everything on her weapon.

Claiming to speak for Weissler, she arranges a demonstration of the serum on the Baltic island of Peenemünde. While many of the Nazi High Command look on in horror at the shuddering nightmare of flesh, bone, and sinew that crawls across the test ground before them, the *Führer* gazes down in rapt fascination bordering on glee. When Weissler finally hears of the experiment, his fury is terrible but Mina has, by her actions, placed herself beyond his reach. Even the Master of the Black Sun cannot risk openly punishing her now she enjoys Hitler's personal favour.

In a chamber in the castle's North Tower, a great, unique sigil of the Black Sun is constructed as a mosaic.

Protected by the *Führer*'s patronage, Mina is free to pursue her own technological agenda and with Krafft Heimberg (her chief scientist) in tow, departs from Wewelsburg and Black Sun. *Nachtwölfe* has been born.

Wewelsburg II

Weissler, though incensed by both Mina's betrayal and the damage to his own reputation among the Nazi elite, has been able to glean some of the secrets held on the petroglyphs. Though the incantations to truly bring the Black Sun to the world still elude him, he has discovered a way to travel to the Valley without the need to dream. In a chamber in the castle's North Tower, a great, unique sigil of the Black Sun is constructed as a mosaic and inlaid into the solid stone floor. At the centre of the sigil, bound by the design's vortices, Weissler conjures a gateway that bridges the barrier between worlds, opening a permanent portal to the Dreamlands that bathes the chamber in a sickly grey light. The chamber is guarded at all times by loyal *Einsatzgruppen*, though they regularly change shift as prolonged proximity to the gate causes sickness and nausea.

The passage through the gateway is initially a painful experience, but Wiligut, still at his Master's side, develops a formula to counter the effects and binds it into rings that later become colloquially known as *Totenkopfringe*. These items are issued to all Black Sun personnel, and later to members of the SS after completing three years loyal service.

Passage through the gate afflicts most travellers with a debilitating and overwhelming biliousness, unless protected from the effects by the magic of an *SS-Ehrenring* (see p.186).

Cth An investigator without such a ring must make a CON vs. 22 resistance roll or be incapacitated with nausea, vomiting, and intense muscle spasms for 1D6 rounds. Even once the attack passes, for 1D6 hours afterwards all skill checks are increased by one difficulty level as the investigator recovers (so *Easy* becomes *Normal*, and *Normal* becomes *Difficult*).

Sav An investigator without the protection of an SS-*Ehrenring* must make a Vigor (-4) roll or be incapacitated with nausea, vomiting, and intense muscle spasms for 1d6 rounds. Even after the attack has passed, an affected character suffers 1 level of Fatigue for an hour.

In early 1938 Weissler begins the construction of a new citadel in the Valley of the Black Sun. Wiligut, a potent dreamer, is assigned to the raising of this fortress; he is assisted by Black Sun's growing number of dreamers, the Norn. Wiligut, through sheer force of will, creates a vast complex of towering black stone modelled on Wewelsburg but free from the restrictions of gravity and the laws of physics insisted upon by the waking world. With war in Europe looking more and more inevitable, Black Sun now has its own unassailable redoubt from which to strike, although the effort seriously weakens Wiligut's already fragile mind.

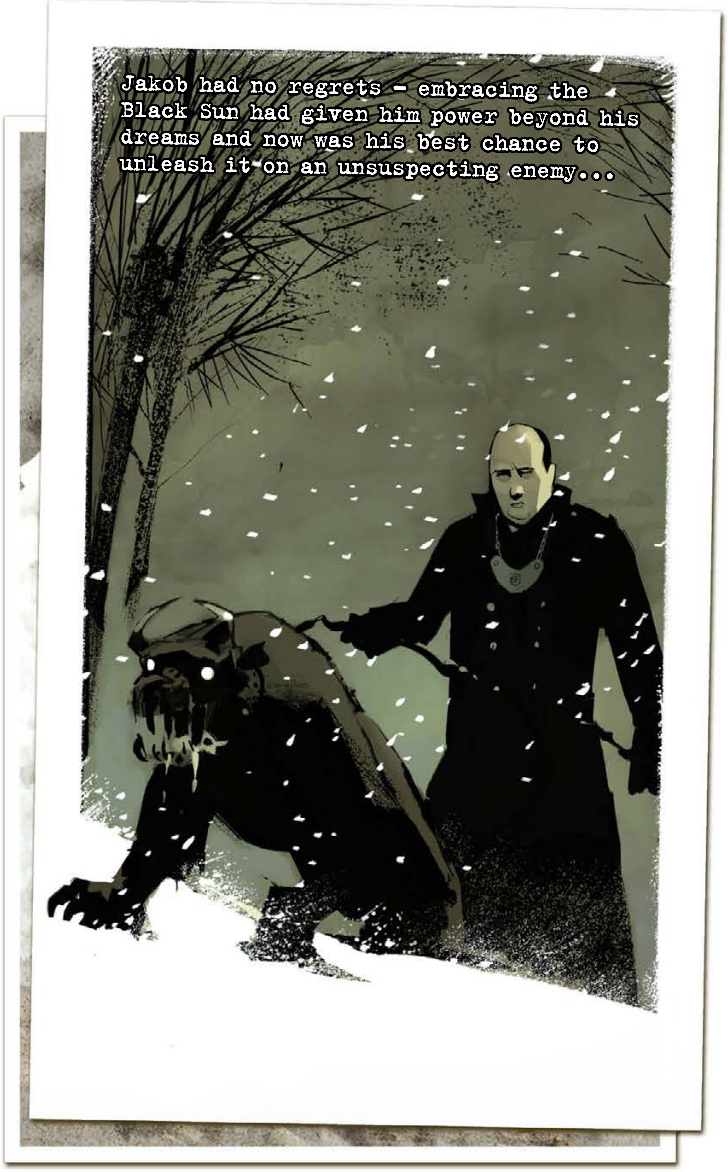
The Norn

By the summer of 1939, Black Sun has sifted through the medical records of every hospital, doctor's office, and sanatorium in Germany, Austria, and the newly annexed Czechoslovakia, and has established a powerful contingent of dreamers, who Weissler christens "the Norn". Those of lesser capability or more unstable mind are used to maintain the link between the two worlds, or to provide the raw mental energy needed to construct and maintain the citadel. Dreamers showing greater aptitudes, particularly those already within the ranks of the SS, are trained for darker purposes and, when war finally erupts in September, there are many reports of key enemy personnel being discovered in their beds either dead from terror or reduced to screaming madmen as the Germans attack (p.85).

Wewelsburg II is the true twisted heart of Black Sun, a great citadel of impossibly tall towers and gargantuan obsidian walls slumbering beneath the Black Sun itself. The edifice is a parody of its waking counterpart, and places a constant strain on the fabric of the Dreamlands, with only continual reinforcement of its existence preventing its destruction.

After Wiligut suffers a mental collapse as a result of the exertion involved in this task, Weissler orders less powerful Norn be brought to the citadel, their minds sacrificed to hold the unreality of the Dreamlands at bay, but whose eventual loss is of no real consequence to Black Sun.

The great black façade of the citadel, surrounded by gnarled and sickly woodlands, rises 60ft (18m) from the marshy soil and is punctured by oddly-angled towers that seem to grow from the walls like vines. Outside the bulwarks, the woods themselves are alive with stunted and mutated creatures, including the malicious Bloodborn, insect-like nightmares begat by blood (see p.232). High above, nesting in great eyries in the tallest towers, reside the Hunting Horrors—savage guardians of the citadel, and a gift to Weissler from Nyarlathotep himself.


Jakob had no regrets - embracing the Black Sun had given him power beyond his dreams and now was his best chance to unleash it on an unsuspecting enemy...

Inside the outer walls is an elaborate complex of halls, stores, barracks, and stables all built from the same dark stone. Despite controlling the gate to the Dreamlands, Black Sun has been unable to prevent any "modern" technology that enters the Dreamlands (effectively anything manufactured using materials or techniques only available in the last 500 years) from transmuting into a less complex form on first use, and so large parts of the complex are dedicated to armouries and training grounds where the SS *Einsatzgruppen* can learn the use of the sword, lance, and bow. Black Sun has discovered that although they cannot deploy modern armaments in the Dreamlands, they can store them. As long as technology is not interacted with, it retains its original form, so the storehouses hold many crates of modern German weaponry, sealed away should they be needed in the waking world.

The Black Keep stands at the centre of the complex, a vast and corrupted copy of the waking Wewelsburg, the pennants of Black Sun and the Nazi Party hanging from its sheer walls. Inside the keep, Weissler and his Priors have their own private quarters and laboratories, safe from the prying eyes of the waking world. The North Tower mirrors the waking tower and contains the gate back to the real world, while in place of the planetarium there stands a great open roofed chamber from which Weissler one day plans to speak the words that will release the Black Sun upon an unsuspecting reality.

With the castle acting as the key and the gate, Weissler's ultimate goal is to employ the lost magics of the Hyperboreans to forge the waking and slumbering Wewelsburg into one, thus creating a permanent superposition of the two realities, drawing the Black Sun across the threshold of the real world and freeing Yog-Sothoth from its eternal prison.

While Weissler awaits his moment of triumph, the castle serves as Black Sun's nerve-centre, and as a final redoubt should the cult and their Nazi allies fail in their conquests. The keep has food and facilities for several divisions of soldiers, and the huge warehouses full of Germany's most advanced weapons lie ready to be sent back through the gate should the *Reich* have need of them.

Himmler steps through the gate in July 1938 and sees the impossible bastion for the first time. Weissler, his star in danger of waning as a result of the successes being reported by *Nachtwölfe*, needs a dramatic demonstration of his power to impress his patron, although he would have preferred to wait until all was completed. Himmler is astounded by the huge fortress, hidden from the world and apparently untouchable by any enemy attack. Seeing its vast halls as the perfect stronghold for the Nazi regime, he orders that the site's existence be classified Top Secret and, amazed by the undeniable power of dreams, promises Weissler that the SS will scour the *Reich* for more dreamers to assist in its ongoing construction and protection.

Projects

The war in Europe has forced Black Sun to channel substantial resources into developing new weapons, and away from their ultimate aim. While Weissler's Novices still scour the old places for magic that will release the Black Sun, the vaults of Wewelsburg have become the birthplace of many new horrors for the Nazis to unleash upon their enemies.

PROJEKT GEFALLENE

Like their rivals in *Nachtwölfe*, Black Sun have conducted extensive research into ways in which the dead can be employed in the service of the *Reich*. While *Nachtwölfe* research has resulted in the unnatural horror of *Die Draugar* (p.235), Black Sun's research has focused on the creation of more controllable servants.

Through the blackest of magic, the fallen soldiers of the *Reich* are given a shadow of life so that they can be unleashed once more upon the battlefield, driving the enemy before them in abject terror. Mindless and savage, the ranks of *die Gefallenen* swell quickly as the war progresses, particularly after Operation Barbarossa, as the countless deaths provide a steady supply of new test subjects. For further information about *die Gefallenen* see p.237.

AKTION NIXE

Excavations along the French Atlantic coast have revealed evidence of contact between ancient tribes and a civilisation beneath the waves which corroborates long held theories of an aquatic race that has lived alongside mankind throughout history. Government activity along the US East Coast in the late 1920s prompts Black Sun to investigate possible approaches to this race, and with the war now underway, attempts are being made to make contact with the Deep Ones as possible allies for the Nazi cause, particularly at their colony off the coast of Cornwall, Ahu-Y'hloa. Weissler has yet to inform the Nazi leadership of the price they will have to pay for this alliance, for fear of it offending their views on racial purity.

AUVERGNE

The French province of Auvergne has long held a reputation for witchcraft and sorcery. The area was originally settled in the time of the Gauls by the Averone people fleeing their sinking land in the west, and bringing with them the worship of their god, Sadoqua. Later, in the 13th Century, the infamous wizard Gaspard du Nord, who hailed from the now lost town of Vyones, produces the Norman French translation of the *Book of Eibon*, reviving the works of the Hyperborean wizard and causing a surge in witchcraft throughout medieval Europe.

Black Sun, believing that du Nord learned much from Eibon's work that he never spoke of, has begun an intensive search for his tomb around what is now Lyons. Legends speak of the wizard being buried with his knowledge, and some rumours go as far as to claim the original Book of Eibon joined him in the grave. Working covertly to avoid diplomatic repercussions with the Vichy French, the *Ahnenerbe* are the main visible presence in the province. The French suspect the excavation teams are a front for German intelligence operations, but they would be horrified if they discovered their real objectives.

Black Sun at War

With war now engulfing Europe, Black Sun is free to carry out its work unrestricted and its Canons roam the battlefield, escorted by the shock troops of the SS *Einsatzgruppen*, as they work their black magic on their enemies. They first deploy during the invasion of Poland, summoning great clouds of unearthly insects (p.232) that slice and eviscerate the Polish troops attempting to slow the German advance. With Polish resistance collapsing under the unholy onslaught, the Canons race for Krakow, eager to seize the many forbidden tomes held at the Jagiellonian University.

Across the Low Countries and France, the Norn commence their assault on the minds of the enemy as each attack begins. Projecting themselves into the astral plane, the Norn stalk the dreams of enemy commanders, blighting their minds and leaving them as shattered shells. Only the British are spared this assault by the actions of the Fraternity of the Inner Light, under the unwitting command of Dion Fortune (p.61). As the landing craft assemble in France, and the skies darken during the desperate aerial Battle of Britain, the Norn strike out at the minds of the British leadership. Expecting no resistance, the Norn are routed as they are set upon by silent red-robed guardians who appear in the dreams of the intended victims to defend them. The Norn lose over half of their number in the British attack, and many who survive suffer lasting mental trauma.

In Norway, Black Sun Canons accompany the *Fallschirmjäger* during the initial invasion and call upon the Halja (p.237), vengeful spirits of ice, to wreak havoc behind Allied lines. Drawing on the arctic magic learned during the first expedition to Finland, their incantations calls down many horrors, and the British begin to find their lost patrols, frozen, their bodies broken as if dropped from a great height.

As they unravel the truth behind the disastrous ambush suffered by the Norn, Black Sun are shocked to discover the presence of an occult enemy. In their arrogance, they had

Michael strode through the ruins, the staff's power coursing through his body. Perhaps tonight's attack would bring him the transformation he so fervently desired!

Do not engage these guys without proper back-up. -R.D.

assumed they would be unopposed in their activities, but the failure of the offensive against Britain forces them to reconsider their strategies. The Norn, no longer an effective means of attack and still reeling from the bloody nose given to them by the British, are pulled from the psychical frontline and reassigned.

Their mission becomes the monitoring of the Fatherland's population, as well as those of the occupied territories, for signs of threats to the cult as part of *Projekt Trugbild*. The programme also finds them acting in a defensive capacity, as well as engaging in a shadowy game of cat-and-mouse with British mystics among the dreaming spires of the sleeping realm's cities. The Norn work alongside the *Gestapo*, who are only too keen to hear the thoughts and dreams of their enemies, especially domestic ones. The Norn soon become experts at interrogation, using their dreaming skills to control the realities of prisoners, breaking their wills with relative ease.

In the occupied territories, the Masters (p.93) lead *Sonderkommando* units in raids on libraries, museums, and private collections in search of more mystical knowledge. Under agreement with *Nachtwölfe*, any artefacts of potential technological interest are usually handed over to Black Sun's rival operatives, but any magical knowledge is immediately returned to Wewelsburg for detailed analysis. One group, named *Sonderkommando H* (for *Hexen*) is charged with the investigation of church records for evidence of witchcraft trials. Though this is suspected as being an attempt to build a case for aggression against the Catholic Church, in reality *Sonderkommando H* are far more interested in the witches themselves and not the Church's persecution.

As each new region falls to the *Reich*, Black Sun Novices are dispatched to begin excavating the ruins of the acquired territories. Outraging the occupied populations, they systematically rifle through ancient graves and tombs in their hunt for knowledge.

Key Figures

THE EXARCH

Reinhardt Weissler is the undisputed messiah of the Black Sun, feared and respected by even the highest echelons of the Nazi regime. His reputation as a sorcerer and the undeniable power of the Black Sun gives him a huge degree of authority, which he uses with great relish in the tireless pursuit of his goals. Seeing the Nazis as a means to an end, he provides them with cantrips and simple displays of magic in order to maintain their support, but he would cast them aside without a second thought if it furthered his quest to release the Black Sun into the world.

A gifted orator, Weissler has woven a web of legends and myths around the Black Sun which further feed the Nazi beliefs in their Aryan roots, but in reality are little more than fairytales. Only those initiated into the Black Sun learn the actual meaning of their faith.

Weissler's only real concern is the curse that afflicts him, thanks to the duplicitous gift bestowed upon him by Nyarlathotep. Although his body no longer ages, appearing to be only in late middle age instead of his true age of 102, his reliance on Reiner Lang for transfusions means that he is beholden to the obnoxious Prior. His own research has as yet failed to find a cure for his affliction, but he hopes that the magic of the Hyperboreans may hold the answer.

Weissler is never encountered alone, always being accompanied by at least two of his *Toten* bodyguards and a retinue of his most accomplished sorcerers.

> These powerful sorcerers oversee most of the Order's operations, acting with Weissler's full authority.

REINHARDT WEISSLER, EXARCH OF THE BLACK SUN

Appearance: despite his advanced years, the secrets imparted to Weissler by Nyarlathotep have preserved his tall, lean body, and outwardly he appears to be no more than fifty years old, with black hair heavily streaked with silver, and wrinkles slowly settling into his angular face and around his blazing brown eyes. As a result of Nyarlathotep's interference Weissler's aging process has effectively been halted, but at a cost. Once each month he requires a transfusion of fresh blood to prevent his body returning to its true centenarian state, an event that would doubtlessly kill him.

Cth

STR 12 **DEX** 12 **INT** 17 **CON** 7
SIZ 15 **APP** 13 **POW** 23 **EDU** 19
SAN n/a **Hit Points:** 11

Damage Bonus: +1D4.

Skills: Archaeology 60%, Astronomy 30%, Biology 45%, Chemistry 30%, Cthulhu Mythos 60%, Dodge 50%, Dream Lore 70%, Dreaming 70%, Medicine 70%, Persuade 60%, Occult 80%, Pharmacy 35%, Psychology 45%, Spot Hidden 70%.

Language Skills: German(Own) 95%, Greek 85%, Hyperborean 45%, Latin 80%.

Weapons: *Black Steel Cane* (Melee Weapon—Club) 60%, damage 1D8+1D4, atts 1, base range touch.

Spells: Alter Weather, Bind Enemy, Bind Soul, Black Rain, Bless Blade, Blessing of the Black Sun, Body Warping of Gorgoroth, Breath of the Deep, Brew Dream Drug, Cloud Memory, Contact Nyarlathotep, Create Gate, Curse of the Putrid Husk, Deflect Harm, Dominate, Dread Equinox, Fist of Yog-Sothoth, Flesh Ward, Implant Fear, Leech Essence, Mesmerise, Mindblast, Summon Bloodborn, Summon/Bind Fire Vampire, Summon/Bind Hunting Horror, Wrack.

Sav

Attributes: Agility d6, Smarts d12, Spirit d12+3, Strength d6, Vigor d6.

Skills: Dreaming d10, Fighting d8, Healing d10, Intimidation d12, Investigator d12, Knowledge (Archaeology) d8, Knowledge (Astronomy) d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6, Knowledge (Greek) d12+1, Knowledge (Hyperborean) d6, Knowledge (Latin) d12, Knowledge (Mythos) d8, Knowledge (Occult) d12, Knowledge (Pharmacy) d6, Knowledge (Psychology) d6, Notice d10, Persuasion d8, Taunt d10.

Charisma: -6; **Pace:** 6; **Parry:** 9; **Toughness:** 7; **Sanity:** insane.

Hindrances: Arrogant, Bloodthirsty, Mean, Vow (The Black Sun).

Edges: Command, Command Presence, Elan, Fervor, Great Luck, Improved Block, Improved Dodge, Improved Level Headed, Inspire, Killer Instinct, Strong Willed.

Special Abilities

- **Bad Reputation:** Weissler's negative Charisma penalty becomes a bonus when applied to his Intimidation and Taunt rolls.
- **Black Steel Cane:** Str+d6, +1 Parry, Enchanted Weapon. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Insane:** Weissler is totally insane. His insanity gives him a strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from Wounds. He is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Weissler can cast *alter weather*, *black rain*, *bind enemy*, *bind soul*, *bless blade*, *blessing of the Black Sun*, *breath of the deep*, *body warping of Gorgoroth*, *brew dream drug*, *cloud memory*, *contact Nyarlathotep*, *create gate*, *curse of the putrid husk*, *deflect harm*, *dominate*, *dread equinox*, *implant fear*, *fist of Yog-Sothoth*, *flesh ward*, *leech essence*, *mesmerise*, *mindblast*, *summon bloodborn*, *summon/bind fire vampire*, *summon/bind hunting horror*, and *wrack*.
- **Weakness (Transfusions):** if Weissler does not get a monthly transfusion of fresh blood his age will catch up with him and he will most likely die from the shock.

The Priors

With the defection of Mina Wolff to found *Nachtwölfe*, there are now four Priors of the Black Sun. These powerful sorcerers oversee most of the Order's operations, acting with Weissler's full authority. While each has his or her own area of expertise, they are all capable of commanding

Sav

New Skill: Dreaming (Spirit)

Unlike other skills, all Investigators start with a d4 in Dreaming. They have been manipulating their own dreams for their whole lives—albeit unknowingly.

Dreaming is used to alter Dreamlands reality. However, it can be performed only in an ordinary dream. Hence the user must be asleep and dreaming. The dreamer chooses, consciously or unconsciously, what it is he creates. He may make something small, such as a piece of fruit, or he may achieve something truly wonderful. The creation may take a single dream and a Dreaming roll to complete, or it may require many successful separate creative efforts, many dreams, and much time.

If the dream's creative impulse comes from the dreamer's subconscious, the GM may decide what is created in whole or in part. Creations normally are not a threat to the dreamer (hence his subconscious would normally not dream up a Deep One to attack him), unless, of course, he is insane at the time.

The more complex or large the item the investigator wishes to create, the larger the penalty to the Dreaming roll. See below for a list of suggested cumulative penalties:

Living	-4
Mechanical	-4
Each Size +1	-1
Richly decorated	-2

Cth

Dream Lore (01%)

This represents the character's overall knowledge of the Dreamlands, and allows the character to know something about a specific location, individual, or event on a successful check. The Dream Lore skill begins after a character first enters the Dreamlands, and is equal to half his Cthulhu Mythos skill (round down). Every two further points of Cthulhu Mythos skill increase Dream Lore by one point, whether or not the increase is related to the Dreamlands.

Dreaming (00%)

The Dreaming skill allows a character to enter the world of the Dreamlands, and directly alter its reality. A character only receives this skill after his first visit to the Dreamlands at a percentile equal to his POW. Every additional successful visit to the Dreamlands increases the skill by one experience check.

Note: The Dreaming skill will be explored in more detail in future publications. If the Keeper wishes to introduce more elements to the Dreaming skill, refer to *The Complete Dreamlands*, pp.14-15.

the Order in their own right. Much of their time is spent at Wewelsburg or in its Dreamlands counterpart, though for the most vital operations they will venture into the field to command the lower ranks.

ALBRECHT LOHMANN, PRIOR OF THE BLACK SUN

Albrecht Lohmann is Black Sun's military commander, with jurisdiction over both the Canons and *die Toten*. Cruel and heartless to the core, his zeal for the completion of Black Sun's ultimate goal quickly brought him to Weissler's attention, with the Exarch relying upon him more and more to implement his strategies and to punish transgressors, both inside Black Sun and beyond, since Mina Wolff's betrayal.

With the exception of Weissler, Lohmann is without a doubt the most powerful sorcerer within Black Sun, and, preferring to lead by example, he is known to undertake some of the most critical missions in the field himself. His willingness to stand beside them in battle has created a strong bond between him and the Canons who are utterly loyal to him, a fact that causes increasing alarm to the other Priors. The Exarch, too, is aware of the potential danger but, confident in his own ability to deal with Lohmann, he prefers to encourage him as the devotion shown to him by the Canons proves a useful advantage.

Appearance: although greying at the temples, Lohmann still possesses a rugged handsomeness, though his piercing grey eyes and permanent sneer give him an arrogant and unfriendly air. Ever vain, Lohmann spends much time maintaining his athletic physique and loves wearing the uniform of the SS, believing it shows off his fine form to even greater effect. To his mind, his only physical failing is the scarring around his neck caused by a childhood case of chickenpox, which he disguises under high collars and cravats.

Cth

STR 17	**DEX** 16	**INT** 15	**CON** 17
SIZ 15	**APP** 15	**POW** 18	**EDU** 18
SAN n/a	**Hit Points:** 16		

Damage Bonus: +1D6.

Skills: Climb 55%, Command 63%, Cthulhu Mythos 50%, Dodge 60%, Dream Lore 63%, Dreaming 55%, First Aid 40%, Jump 55%, Listen 45%, Martial Arts 60%, Occult 67%, Physics 23%, Psychology 43%, Ride 73%, Spot Hidden 64%, Swim 75%, Tactics 63%, Throw 61%, Track 59%.

Language Skills: German (Own) 90%, Hebrew 34%, Hyperborean 23%.

Weapons: *Black Sun Degen* (Melee Weapon—Sword) 65%, damage 1D8+2+1D6, atts 1, base range touch.

Walther PPK Pistol (Handgun) 80%, damage 1D8, atts 3, base range 15 yds.

MP38 Maschinenpistole (Submachine Gun) 60%, damage 1D10, atts 2 or burst, base range 30yds.

Spells: Black Rain, Blessing of the Black Sun, Body Warping of Gorgoroth, Deflect Harm, Dominate, Dread Equinox, Fist of Yog-Sothoth, Leech Essence, Mindblast, Summon Bloodborn, Wither Limb, Wrack.

Attributes: Agility d10, Smarts d8, Spirit d12+1, Strength d12, Vigor d10.

Skills: Dreaming d8, Fighting d8, Healing d6, Intimidation d8, Knowledge (Battle) d8, Knowledge (Hebrew) d6, Knowledge (Hyperborean) d4, Knowledge (Mythos) d8, Knowledge (Occult) d8, Knowledge (Physics) d4, Knowledge (Psychology) d6, Notice d8, Persuasion d12, Riding d10, Swimming d10, Throwing d8, Tracking d8.

Charisma: -2; **Pace:** 8; **Parry:** 9; **Toughness:** 10; **Sanity:** insane.

Hindrances: Arrogant, Bloodthirsty, Mean, Quirk (Always Wears Collars or Cravats), Vow (The Black Sun).

Edges: Acrobat, Attractive, Block, Brawler, Brawny, Bruiser, Charismatic, Command, Command Presence, Fleet-Footed, Fervor, Improved Dodge, Inspire, Killer Instinct, Quick, Tactician.

Gear: *Black Sun Degen* (see below), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

Special Abilities

- **Black Sun *Degen*:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Healing Blow:** if Lohmann draws blood with his sabre he may attempt an opposed Vigor roll against the target. If successful, any wounds Lohmann may have are healed on a 1-1 basis. If he has no wounds, or only shook his foe, then he gains the Hardy Special Ability (see ***Savage Worlds***). This ability only can be used once, but can be stacked multiple times.
- **Insane:** Lohmann is totally insane. His insanity gives him a strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from Wounds. He is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Lohmann can cast *black rain*, *blessing of the Black Sun*, *body warping of gorgoroth*, *deflect harm*, *dominate*, *dread equinox*, *fist of yog sothoth*, *leech essence*, *summon bloodborn*, *wither limb*, and *wrack*.

ASTRID URNER, PRIOR OF THE BLACK SUN

From an early age, Astrid Urner exhibited a talent for languages and, encouraged by her liberal parents, she was soon fluent in many of them, spending several years studying at Oxford University, where she developed a fascination with classical and dead tongues. It was during these studies that she fatefully encountered Gaspar du Nord's infamous translation of the *Book of Eibon*. Intrigued by the revelations contained within the book, she began to search for evidence of the original tome and the long-dead Hyperborean runes, convinced that they must represent the root from which all human language derives.

Her investigations soon came to the attention of Weissler, who approached Urner in the spring of 1935, tantalising her with fragments of Hyperborean scripts recovered by Black Sun and promising her more in return for her allegiance. Her lust for knowledge inflamed, Urner readily accepted and swore an oath of fealty beneath the burning black orb itself. She now leads Black Sun's analysis section, poring over every shard of knowledge plundered by them for clues to the Hyperborean tongue. Obsessive and single-minded, Urner maintains direct authority over Black Sun's Novices, personally joining expeditions and excavations whenever possible.

While she is the most academically-minded of the remaining Priors, Urner is an accomplished sorcerer having gleaned many spells and enchantments from the material salvaged by her investigators. Though outwardly loyal to Weissler and the Black Sun, Urner long held affection for Mina Wolff, and even after her defection to *Nachtwölfe*, she regularly passes her information in the hope of some recognition of her feelings.

Appearance: years of poring over the dusty remains of antiquity have taken their toll on Urner. She walks with a stoop and requires a cane as a result of the deterioration of her spine. Her breathing is often laboured and ragged, caused by exposure to dust and other contaminants, and her speech is frequently punctuated by fits of wracking coughs. Her once auburn hair is now dull and brittle, and her watery brown eyes squint out from behind thick spectacles. She tends to dress conservatively in tweeds, preferring civilian dress to military uniform, which serves to give her the appearance of a spinster aunt rather than a black magician.

Cth

STR 10	**DEX** 10	**INT** 18	**CON** 8
SIZ 11	**APP** 8	**POW** 20	**EDU** 20
SAN n/a	**Hit Points:** 10		

Damage Bonus: none.

Skills: Anthropology 75%, Archaeology 55%, Astronomy 45%, Cthulhu Mythos 55%, Dream Lore 83%, Dreaming 71%, Geology 48%, History 83%, Library Use 91%, Medicine 62%, Natural History 71%, Occult 83%, Pharmacy 21%, Psychology 49%.

Language Skills: German (Own) 99%, Atlantean 71%, Coptic 51%, Greek 81%, Hebrew 49%, Hyperborean 71%, Latin 78%, Norman French 71%.

Weapons: *Black Steel Cane* (Melee Weapon—Club) 38%, damage 1D8, atts 1, base range touch.

Spells: Augur, Bat Form, Bind Enemy, Black Rain, Blessing of the Black Sun, Brew Dream Drug, Brew Space Mead, Cause Blindness, Cloud Memory, Contact Nyarlathotep, Create Gate, Curse of Darkness, Dread Equinox, Eibon's Wheel of Mist, Elder Sign, Enchant Sacrificial Dagger, Identify Spirit, Leech Essence, Send Dreams, Summon/Bind Hunting Horror.

Sav

Attributes: Agility d6, Smarts d12+4, Spirit d12+5, Strength d6, Vigor d4.

Skills: Dreaming d10, Fighting d6, Healing d8, Investigation d12, Knowledge (Anthropology) d10, Knowledge (Atlantean) d6, Knowledge (Coptic) d6, Knowledge (Geology), d6, Knowledge (Greek) d8, Knowledge (Hebrew) d6, Knowledge (History) d12, Knowledge (Hyperborean) d8, Knowledge (Latin) d8, Knowledge (Norman French) d8, Knowledge (Mythos) d8, Knowledge (Natural History) d8, Knowledge (Occult) d10, Knowledge (Pharmacy) d4, Knowledge (Psychology) d6, Notice d6, Persuasion d6.

Charisma: -6; **Pace:** 4; **Parry:** 6; **Toughness:** 6; **Sanity:** Insane.

Hindrances: Anemic, Bad Eyes, Bloodthirsty, Lame, Mean, Quirk (Obsessive), Vow (The Black Sun).

Edges: Investigator, Linguist, Scholar (Anthropology, History, Occult).

Special Abilities

- **Black Steel Cane:** Str+d6, +1 Parry, Enchanted Weapon. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Insane:** Urner is totally insane. Her insanity gives her a strength beyond her frail frame. She gains a +2 bonus to both her Toughness and any attempts to Unshake. She also ignores the first two penalties from Wounds. She is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Urner can cast *augur, bat form, black rain, blessing of the Black Sun, bind enemy, brew dream drug, brew space mead, cause blindness, cloud memory, contact Nyarlathotep, create gate, curse of darkness, dread equinox, Eibon's wheel of mist, elder sign, enchant sacrificial dagger, identify spirit, leech essence, send dreams*, and *summon/bind hunting horror*.

REINER LANG,
PRIOR OF THE BLACK SUN

The repugnant Lang epitomises the worst in men and, even amidst the ranks of Black Sun, he is viewed with disdain and repulsion. A native of Munich, from an early age Lang showed a talent for science but even as a student some of his practices were viewed with alarm by his faculty. Fascinated by the work of the early alchemists, Lang spent much time scouring forbidden books for ways to enhance his own scientific experiments, but his career was brought to an unexpected halt when he was forced to flee Munich after the disappearances of several homeless people were linked to him.

Although concerned at Lang's carelessness and the attention he had attracted, Weissler saw the potential Lang had to offer. His initiation into Black Sun gave Lang everything he could possibly want - the resources to carry out his research without hindrance or repercussion, and immunity from the laws of man, giving him the freedom to satisfy his murderous desires as he saw fit.

Lang is now responsible for Black Sun's research and development program, harnessing the magics they discover for the good of the *Reich*. He is responsible for the creation of *die Gefallenen* and the adaptation of many spells and formulae employed by the Masters and Canons.

He spends most of his time in his private laboratory in Wewelsburg meddling with unholy magics, both for the Exarch and to satisfy his own whims. His most important function is to attend to the regular blood transfusions the Exarch requires to prevent his body decaying from the effect of Nyarlathotep's gift, a duty he believes places him above the other Priors.

Appearance: an odious and unwholesome man, Lang's flabby and sweaty frame long ago gave him the nickname "*Nacktschnecke*" (or "Slug") amongst those who know and despise him. His clammy body and head are devoid of hair, even eyebrows, a side-effect of his experiments with noxious substances, and his dark, darting eyes and rotten teeth only add to his vile appearance.

Despite his ungainly flab, he insists on wearing uniforms that fail to contain the rolls of fat, causing his clothing to bulge and strain as he moves. He shows little interest in hygiene, and even his dress uniforms are spotted and smeared with untold stains and splatters of both his last meals and the remains of his experiments.

Lang considers himself first among equals compared to the other Priors and believes their dislike for him, especially that of Fleischer (who openly despises the man) is caused by jealousy rather than repulsion.

Cth

STR 13 **DEX** 9 **INT** 16 **CON** 11
SIZ 15 **APP** 5 **POW** 17 **EDU** 19
SAN n/a **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Astronomy 45%, Biology 74%, Chemistry 82%, Cthulhu Mythos 42%, Dream Lore 61%, Dreaming 63%, Geology 39%, History 38%, Listen 51%, Medicine 87%, Natural History 63%, Occult 71%, Pharmacy 91%, Physics 50%, Spot Hidden 51%.

Language Skills: German (Own) 95%, Hyperborean 28%, Latin 79%.

Weapons: *Black Steel Knife* (Melee Weapon—Knife) 51%, damage 1D4+2+1D4, atts 1, base range touch.

Walther PPK Pistol (Handgun) 38%, damage 1D8, atts 3, base range 15 yds.

Spells: Bind Enemy, Blessing of the Black Sun, Brew Dream Drug, Cause Blindness, Circle of Nausea, Create *Gefallene*, Implant Fear, Leech Essence, Shrivelling, Summon/Bind Byakhee, Wither Limb.

Sav

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6.

Skills: Dreaming d8, Fighting d8, Healing d12, Knowledge (Astronomy) d6, Knowledge (Biology) d8, Knowledge (Chemistry) d10, Knowledge (Geology), d6, Knowledge (History) d6, Knowledge (Hyperborean) d6, Knowledge (Latin) d10, Knowledge (Mythos) d6, Knowledge (Natural History) d8, Knowledge (Occult) d10, Knowledge (Pharmacy) d12, Knowledge (Physics) d6, Notice d6, Shooting d6.

Charisma: -10; **Pace:** 5; **Parry:** 6; **Toughness:** 8; **Sanity:** Insane.

Hindrances: Arrogant, Bloodthirsty, Mean, Obese, Outsider, Ugly, Vow (The Black Sun).

Edges: Healer, Killer Instinct, Mighty Blow, No Mercy.

Gear: *Black Steel Knife* (See below), *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

Special Abilities

- **Black Steel Knife:** Str+d4. Enchanted Weapon. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Insane:** Lang is totally insane. His insanity gives him a strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from Wounds. He is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Lang can cast *bind enemy*, *blessing of the Black Sun*, *brew dream drug*, *cause blindness*, *circle of nausea*, *create* Gefallene, *implant fear*, *leech essence*, *shrivelling*, *summon/bind byakhee*, and *wither limb*.
- **Surgical Strike:** Lang knows where the human body is most vulnerable. Raises on his Fighting roll do an extra d8 damage rather than a d6.

KLAUDIA FLEISCHER, PRIOR OF THE BLACK SUN

Klaudia Fleischer commands the Norn dreamers, and of all the Priors is the most well known outside of Black Sun, liaising regularly with her counterparts in the dreaded *Gestapo* as her dreamers delve into the sleeping minds of the people, ever vigilant for treachery.

Born into a wealthy Koblenz banking family, Fleischer was a troubled child prone to bouts of hysteria and depression, resulting in several attempts to take her own life. Fearful for her sanity, her family eventually had her committed, and she remained incarcerated and heavily sedated for many years before being discovered by Weissler. Lured by his promise of release from her pain and fear, she readily accepted his invitation to witness the Black Sun for herself, but the vision was too great a strain on her mind. Upon her return to the waking world, Fleischer took a straight razor and opened her veins from wrist to elbow. Only Weissler's magic prevented her death, and since that day she has been both thankful and resentful of his intervention.

A powerful dreamer, Fleischer has been instrumental in the expansion of Wewelsburg II, especially since the mental collapse of Karl Maria Wiligut. Before the disaster of the Norn's "Battle of Britain", she spends much time exploring the Dreamlands but later in the war is forced to maintain a more mundane existence, working closely alongside the *Gestapo*.

Appearance: the epitome of the true Aryan woman, Fleischer's natural beauty has been compared to Deitrich or Garbo, though the icy glare of her pale eyes soon silences such frivolous comparisons. Precise and economical in both her dress and deportment, Fleischer prefers the uniform of the SS as a practical and powerful statement of her ruthless intent. Always perfectly presented, she eschews the wearing of jewellery or makeup and wears her hair scraped back, giving her beauty a severe and cold aura. The only unusual decoration she wears are a pair of silver cuffs on her wrists that hide the ugly scars running up her arms; a reminder of her almost successful attempt to end her own life.

Cth

STR 11	**DEX** 15	**INT** 17	**CON** 12
SIZ 13	**APP** 18	**POW** 19	**EDU** 18
SAN n/a	**Hit Points:** 13		

Damage Bonus: none.

Skills: Art (Fashion) 69%, Astronomy 35%, Dream Lore 77%, Dreaming 92%, History 64%, Martial Arts 55%, Occult 71%, Pharmacy 31%, Psychology 45%, Pyschoanalysis 61%, Ride 42%, Spot Hidden 51%.

Language Skills: German (Own) 90%, Aklo 34%, Hyperborean 61%, Leng 35%.

Weapons: *Black Sun Degen* (Melee Weapon—Sword) 65%, damage 1D8+2, atts 1, base range touch.

P08 Luger Pistol (Handgun) 60%, damage 1D10, atts 2, base range 20 yds.

Shortbow (Archery) 53%, damage 1D6+1, atts 1, base range 20 yds.

Spells: Become Spectral Hunter, Blessing of the Black Sun, Brew Dream Drug, Bring Pestilence, Cause Disease, Contact Nyarlathotep, Death Spell, Dream Vision, Elder Sign, Glass from Leng, Implant Suggestion, Leech Essence, Nightmare, Send Dreams, Summon/Bind Nightgaunt, Summon Plague, Wandering Soul.

Sav

Attributes: Agility d8, Smarts d12, Spirit d12+1, Strength d6, Vigor d6.

Skills: Dreaming d12, Fighting d8, Intimidate d8, Knowledge (Aklo) d6, Knowledge (Astronomy) d6, Knowledge (History) d8, Knowledge (Hyperborean) d8, Knowledge (Leng) d6, Knowledge (Mythos) d6, Knowledge (Occult) d8, Knowledge (Pharmacy) d6, Knowledge (Psychology) d8, Notice d8, Riding d6, Shooting d8, Taunt d8.

Charisma: -3; **Pace:** 6; **Parry:** 8; **Toughness:** 8; **Sanity:** insane.

Hindrances: Bloodthirsty, Death Wish, Habit (Insists on looking immaculate), Mean, Vow (The Black Sun).

Edges: Very Attractive, Block, Martial Artist, Strong Willed.

Gear: *Black Sun Degen* (see below), *P08 Luger* (12/24/48, 2d6-1, Shots 7, Semi-Auto), *Short bow* (12/24/48, 2d6)

Special Abilities

- **Black Sun *Degen*:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Healing Blow:** if Fleischer draws blood with her sabre, she may attempt an opposed Vigor roll against the target. If successful, any wounds she may have are healed on a 1-1 basis. If she has no wounds, or only shook her foe then she gains the Hardy Special Ability (see ***Savage Worlds***). This ability only can be used once, but can be stacked multiple times.
- **Insane:** Fleischer is totally insane. Her insanity gives her a strength beyond normal men. She gains a +2 bonus to both her Toughness and any attempts to Unshake. She also ignores the first two penalties from Wounds. He is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Fleisher can cast *become spectral hunter*, *blessing of the Black Sun*, *brew dream drug*, *bring pestilence*, *cause disease*, *contact nyarlathotep*, *death spell*, *dream vision*, *elder sign*, *glass from leng*, *implant suggestion*, *leech essence*, *nightmare*, *send dreams*, *summon plague*, *summon/bind nightgaunt*, and *wandering soul*.

The Canons

Instantly recognisable by the black silk masks that hide their faces, the Canons are Black Sun's main battlefield force, employing the dark arts to wreak terrible damage upon their enemies. Only the most zealous and ruthless Masters are accepted into the ranks of the Canons, where they are trained in the use of magic to inflict pain, death, and terror. When encountered in the field, they will always be accompanied by combat troops to ensure their safety as they invoke their enchantments.

Cth

STR 9-11	**DEX** 10-12	**INT** 15-18	**CON** 10-12
SIZ 10-12	**APP** 10-12	**POW** 17-18	**EDU** 15-18
SAN n/a	**Hit Points:** 10-12		

Damage Bonus: none.

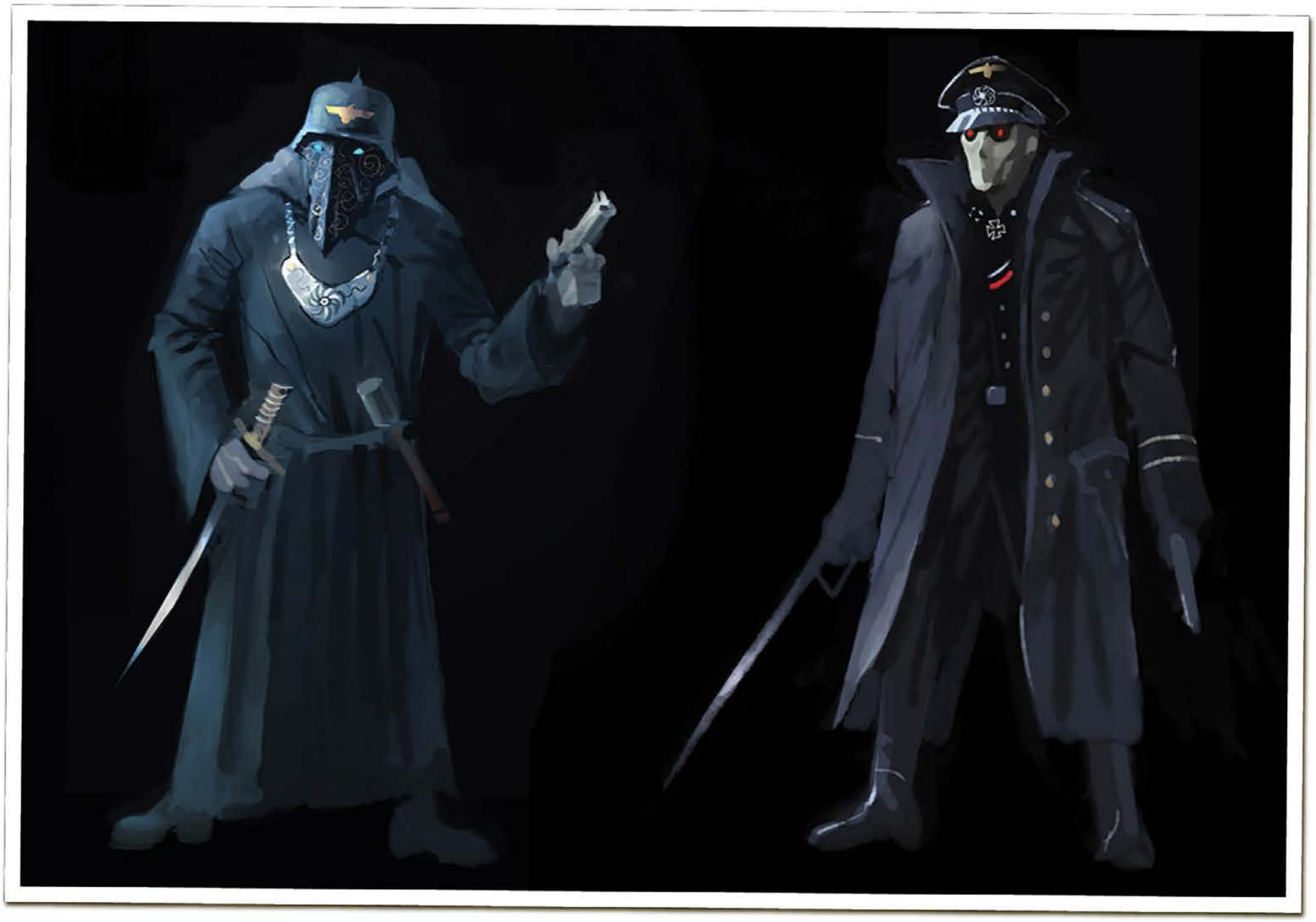
Skills: Dodge 31%, Cthulhu Mythos 20%, Dream Lore 32%, Dreaming 30%, First Aid 37%, Occult 34%, Spot Hidden 40%, plus one specialist skill 50%.

Language Skills: German (Own) 75-90%.

Weapons: *Black Sun Degen* (Melee Weapon—Sword) 65%, damage 1D8+2, atts 1, base range touch.

Walther PPK Pistol (Handgun) 38%, damage 1D8, atts 3, base range 15 yds.

Spells: Blessing of the Black Sun, Create *Gefallene*, Deflect Harm, Implant Fear, Leech Essence, Mindblast, Sense Life, Summon Bloodborn, Summon Halja, Shrivelling, Vanish, Wither Limb, Wrack.



Sav **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Skills: Dreaming d6, Fighting d8, Intimidation d8, Healing d6, Knowledge (Mythos) d4, Knowledge (Occult) d6, Notice d6, Shooting d6, Taunt d8.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 7; **Sanity:** insane.

Hindrances: Bloodthirsty. Fanatic, Mean, Vow (The Black Sun).

Edges: Command, Dodge, Killer Instinct, Strong Willed.

Gear: *Black Sun Degen* (see below), *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

Special Abilities

- **Black Sun *Degen*:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Healing Blow:** If a Canon draws blood with his sabre he may attempt an opposed Vigor roll against the target. If successful, any wounds he may have are healed on a 1-1 basis. If he has no wounds, or only shook his foe, then he gains the Hardy Special Ability (see ***Savage Worlds***). This ability only can be used once, but can be stacked multiple times.
- **Insane:** Canons are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They also ignore the first two penalties from Wounds. They are immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Canons can cast *blessing of the Black Bun*, *create* Gefallene, *deflect harm*, *implant fear*, *leech essence*, *mindblast*, *sense life*, *shrivelling*, *summon bloodborn*, *summon halja*, *vanish*, *wither limb*, and *wrack*.

The Masters

The Masters are the main field operatives of Black Sun, deployed to command the Novices in their pursuit of the treasures of Europe. The Masters tend to operate behind the guise of the SS, with only their Black Sun insignia distinguishing them when in uniform. In addition to commanding in the field, the Masters are often deployed on more clandestine operations behind enemy lines. While their capabilities in battle are inferior to the Canons, their abilities should never be underestimated.

MASTER OF THE BLACK SUN

Cth
STR 13-15 **DEX** 11-13 **INT** 13-16 **CON** 11-14
SIZ 12-14 **APP** 10-13 **POW** 15-17 **EDU** 13-15
SAN n/a **Hit Points:** 11-14

Damage Bonus: +1D4.

Skills: Archaeology 60%, History 75%, Dodge 35%, Cthulhu Mythos 10%, Dream Lore 28%, Dreaming 30%, First Aid 35%, Occult 55%, Spot Hidden 35%.

Language Skills: German (Own) 65-75%.

Black Sun Degen (Melee Weapon—Sword) 65%, damage 1D8+2, atts 1, base range touch.

Walther PPK Pistol (Handgun) 45%, damage 1D8, atts 3, base range 15 yds.

Spells: Cloud Memory, Consume Likeness, Deflect Harm, Elder Sign, Reach, Summon/Bind Byakhee.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d6.

Skills: Dreaming d6, Fighting d8, Intimidation d8, Healing d6, Knowledge (Archaeology) d8, Knowledge (History) d10, Knowledge (Mythos) d4, Knowledge (Occult) d8, Notice d6, Shooting d6, Taunt d8.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 7 ; **Sanity:** Insane.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: Command, Dodge, Killer Instinct, Strong Willed.

Gear: *Black Sun Degen* (see below), *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

Special Abilities

- **Black Sun *Degen*:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Healing Blow:** If a Master draws blood with his sabre he may attempt an opposed Vigor roll against the target. If successful, any wounds he may have are healed on a 1-1 basis. If he has no wounds, or only shook his foe, then he gains the Hardy Special Ability (see ***Savage Worlds***). This ability only can be used once, but can be stacked multiple times.
- **Insane:** Masters are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They also ignore the first two penalties from Wounds. They are immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Canons can cast *cloud memory*, *consume likeness*, *deflect harm*, *elder sign*, *implant fear*, *reach*, and *summon/bind byakhee*.

Novices of the Black Sun

The Novices are the foot soldiers of Black Sun and work as researchers, investigators, and analysts both in the field and at Wewelsburg. While the Masters and Canons have witnessed the true power of the Black Sun, the Novices are excluded from the reality of the cult until they are considered ready to be initiated into the true order. Novices are regularly seconded to other units and departments within the Nazi machine, in particular the *Ahnenerbe*, where they undertake archaeological expeditions and research for Black Sun.

Generally Novices are not combat trained, relying on the SS for support in battle. A few may be capable of sorcery and witchcraft (and as such form part of Black Sun's *Hexenzirkel*), but most are academic or scientific specialists. Only those showing true commitment and zeal for their cause are raised to the ranks of the Masters.

NOVICE OF THE BLACK SUN

Cth
STR 9-12 **DEX** 8-13 **INT** 13-16 **CON** 9-14
SIZ 9-14 **APP** 9-12 **POW** 12-15 **EDU** 15-20
SAN 60* **Hit Points:** 9-14

*minus 10 (Cthulhu Mythos)

Damage Bonus: variable.

Skills: Archaeology 55%, Art (one specialisation) 40%, Anthropology 56%, Astronomy 30%, Biology 30%, Chemistry 40%, Cthulhu Mythos 10%, Geology 20%, History 60%, Library Use 50%, Natural History 40%, Physics 40%, Spot Hidden 40%.

Language Skills: German (Own) 75-99%, plus one specialist language skill 60%.

Weapons: *Luger P08 Pistol* (Handgun) 40%, damage 1D10, atts 2, base range 20 yds.

Spells: none, though some individuals may know one spell of the Keeper's choosing.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Investigation d8, Knowledge (Archaeology) d8, Knowledge (Anthropology) d8, Knowledge (Astronomy) d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6, Knowledge (Choose Language) d8, Knowledge (Geology) d6, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Physics) d6, Notice d6, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: none.

Gear: *Luger P08 Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto).

> The Exarch is accompanied by two powerful Norn to warn him of potential threats.

Black Sun Forces

THE NORN

Recruited from the sanatoriums and asylums of the *Reich*, the Norn are individuals possessing above average dreaming abilities. Though some have joined Black Sun from other departments due to their unusual talents for dreaming, most are identified through medical records and given a chance for freedom by joining the Norn. Early in the war, their powers are deployed against the sleeping minds of enemy commanders but after the trouncing handed out by British dreamers to the Norn during 1940 they are restricted to a defensive role, as well as assisting the *Gestapo* with internal security and counter-intelligence. The Exarch himself is said to be accompanied by two of his most powerful Norn to warn him of potential threats in the minds of those he deals with.

The Norn are also employed to strengthen and expand Wewelsburg II, though at great personal mental cost. Many Norn are effectively burnt out by the stress of this dreaming. Though both male and female Norn exist, evidence suggests that the majority are women, possibly due to their increased emotional and empathic talents. Regardless of their gender, most Norn exhibit personality disorders and neuroses, an inevitable result of recruitment from the *Reich*'s mental institutions.

NORN DREAMER

Cth

STR 9-10 **DEX** 10-14 **INT** 15-17 **CON** 9-12
SIZ 9-12 **APP** 10-13 **POW** 16-18 **EDU** 9-12
SAN n/a **Hit Points:** 9-12

Damage Bonus: none.

Skills: Cthulhu Mythos 15%, Dream Lore 60%, Dreaming 70%, Hide 40%, Listen 45%, Occult 30%, Persuade 30%, Psychology 40%, Ride 30%, Sneak 45%, Spot Hidden 35%, Throw 45%, Track 30%.

Language Skills: German (Own) 45-60%.

Weapons: *Black Sun Degen* (Melee Weapon—Sword) 65%, damage 1D8+2, atts 1, base range touch.

Shortbow (Archery) 53%, damage 1D6+1, atts 1, base range 20 yds.

Black Steel Long Spear (Melee Weapon—Spear) 45%, 1D10+1, atts 1, base range 2 yds.

Spells: Bind Enemy, Brew Dream Drug, Bring Pestilence, Dream Vision, Implant Suggestion, Nightmare, Send Dreams, Wandering Soul.

Sav

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Dreaming d10, Fighting d8, Knowledge (Mythos) d4, Knowledge (Psychology) d6, Notice d6, Persuasion d6, Riding d6, Shooting d8, Stealth d6, Throwing d6, Tracking d6.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 8 ; **Sanity:** insane.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: none.

Gear: *Black Sun Degen* (see below), Short bow (12/24/48, 2d6), *Black Steel Spear* (see below).

Special Abilities

- **Black Steel Spear:** Str+d6, +1 Parry, Reach 1, needs two hands. Enchanted spear. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Black Sun *Degen*:** Str+d6, +1 Parry, Enchanted sabre. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their **spellcasting for the next hour.**
- **Healing Blow:** if a Norn draws blood with hid sabre he may attempt an opposed Vigor roll against the target. If successful any wounds he may have are healed on a 1-1 basis. If he has no wounds, or only shook his foe, then he gains the Hardy Special Ability (see ***Savage Worlds***). This ability only can be used once, but can be stacked multiple times.
- **Insane:** Norns are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They also ignore the first two penalties from wounds. Immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells. They are immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Norns can cast *bind enemy*, *brew dream drug*, *bring pestilence*, *dream vision*, *implant suggestion*, *nightmare*, *send dreams*, and *wandering soul*.

Die Toten

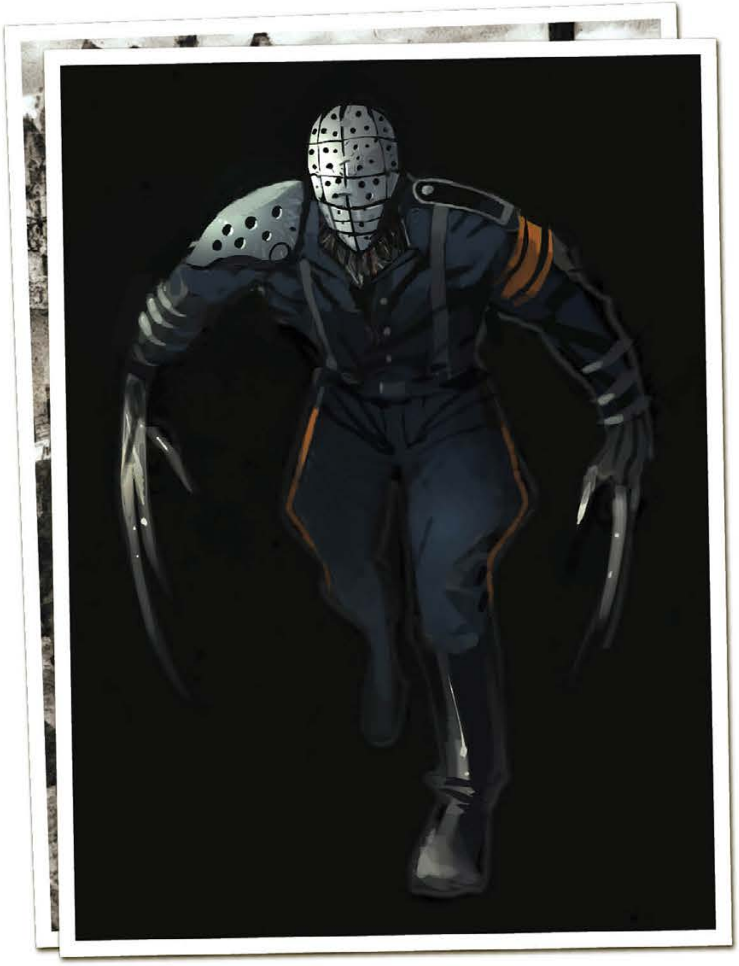
Few outside Black Sun have encountered *die Toten*, and even fewer survive to recount their experiences. *Die Toten* are both Weissler's personal guard and his elite warriors.

None but the highest ranks of Black Sun know the true nature of *die Toten*, though their name could not be more apt. *Die Toten* are born from the ranks of the dead, their bodies and minds preserved through perverse magics. Most are created from the bodies of the SS *Einsatzgruppen* in Black Sun's employ, blessed with unearthly strength and reflexes in unholy ceremonies in the shadowy vaults of Wewelsburg.

Born in darkness, *die Toten* have one weakness. Their grey, lifeless flesh is incredibly sensitive to natural daylight, and if exposed begins to smoulder and burn under its glare. To counter this effect, their bodies are protected by their thick uniforms and their faces by their steel masks, which have no eyeholes. It is thought *die Toten* do not rely on sight to track their prey, detecting them through some other warped senses gifted to them during their resurrection.

Die Toten are unswervingly loyal to their Black Sun masters and cannot be reasoned with or diverted from their missions through pleas. Only those who wear the *Totenkopfring* can command them.

Appearance: their countenances hidden behind featureless steel faceplates, and their black uniforms inlaid with silver runes, *die Toten* possess unnatural speed and vigour, able to close with their enemies at an alarming rate and dispatch them with their vicious, surgically engrafted, black steel blades, while shrugging off everything but the most persistent gunfire, all in unnerving silence.



DIE TOTEN

Cth

STR 28 **DEX** 18 **INT** 15 **CON** 24
SIZ 16 **APP** n/a **POW** 15 **EDU** n/a
SAN n/a **Hit Points:** 20

Damage Bonus: +2D6; **Move:** 12.

Skills: Climb 60%, Dodge 50%, Jump 60%, Listen 40%, Martial Arts 60%, Sneak 45%, Spot Hidden 60%, Throw 60%, Track 40%.

Armour: 6 points of steel encases their heads, while their thick uniforms provide 4 points of protection. Impaling weapons and bullets inflict minimum damage due to their unholy resilience.

Weapons: *Black Steel Claws* (Melee Weapon—Knife) 80%, damage 1D8+2+2D6, atts 2, base range touch.

Sanity Loss: 0/1D6 points the first time *Die Toten* are encountered.

Sav

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+4.

Skills: Climbing d8, Fighting d10, Intimidate d10, Notice d8, Stealth d6, Throwing d8, Tracking d6.

Pace: 8; **Parry:** 8; **Toughness:** 13 (2).

Special Abilities

- **Armour +2:** *Die Toten* are wrapped in reinforced, heavy uniforms. Their steel facemasks provide +4 armour to the head.
- **Black Steel Claws:** Str+d4, +1 Parry. Enchanted claws. Black Steel inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.
- **Fear:** anyone facing these silent abominations must make a successful Spirit roll or suffer a -1 penalty to all actions for the entire encounter.
- **Fleet-Footed:** *Die Toten* roll d10 as their running die.
- **Frenzy:** one extra Fighting attack at a -2 Penalty.
- **Quick:** discard card draw of 5 or less and draw again.
- **Size +1:** *Die Toten* are significantly bulkier than a normal man.
- **Undead:** +2 bonus to both his Toughness and any attempts to Unshake. *Die Toten* also ignore wound penalties and are immune to fear.
- **Unnatural Senses:** *Die Toten* are immune to all darkness penalties.

- **Weakness (Daylight):** if their skin is exposed to daylight, it smoulders and burns. This does d10 damage per turn. On the roll of a 6 on a d6, the fire spreads and does +2 damage, check each round. This damage may Ace.

Die Auserwählten

Upon being elevated to the rank of Master, each initiate of the Black Sun must stand before the Black Sun itself and allow its light to bathe them as it stares deep into their hearts. Most who undergo this ritual are deemed worthy and return as a Master, but there are those whose souls are forever warped by the gaze of their terrible god. Of this number, the majority are reduced to twisted, screaming masses of writhing flesh and bone, and are either imprisoned in the deep vaults beneath Wewelsburg II or, if truly uncontrollable, cleansed with fire.

The remainder, their minds and bodies mutated and warped, join the ranks of *die Auserwählten*, The Chosen. These parodies of humanity are deployed to guard Black Sun's most secret places, primarily in Wewelsburg II where their appearance will not cause panic among the uninitiated. However, as the war progresses, and particularly after the failure of the Soviet campaign, Black Sun begin to release them onto the battlefield to act as shock troops against the Soviet juggernaut as it fights its way towards Berlin. In April of 1945, in desperation as the conflict spirals out of their control, Black Sun even stoops to releasing those previously considered as truly dangerously unstable onto the streets of Berlin, adding these terrifying abominations to the horrors already at large.

The effect of the Black Sun on *die Auserwählten* is unpredictable, with no two afflicted in the same manner, but all show signs of the taint of the Black Sun, sprouting new limbs and writhing tenticular appendages. The minds of *die Auserwählten* are just as malformed as their bodies. Some possess little more than animal intelligence after their transformation, but some are still capable of rational thought and can use weapons and other equipment.

DIE AUSERWÄHLTEN

Cth

STR 6-30 **DEX** 3-25 **INT** 3-12 **CON** 15-30
SIZ 12-20 **APP** n/a **POW** 3-12 **EDU** n/a
SAN n/a **Hit Points:** 9-25

Damage Bonus: varies; **Move:** 6.

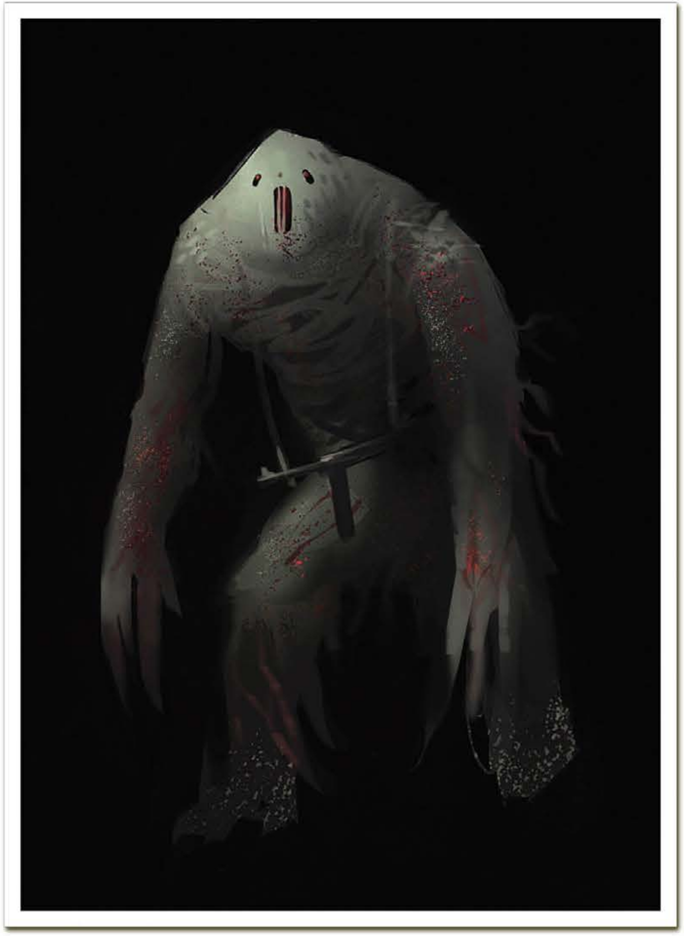
Skills: none.

Weapons: *Tentacle Grapple* 50%, damage 1D6+Grapple, atts 1-3, base range 5 yds.

Warped Fist 40%, damage 1D10+db, atts 1-2, base range touch.

MP38 Maschinenpistole (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Spells: none.



LESSER DIE AUSERWÄHLTEN

Sav

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Intimidate d8, Notice d8, Stealth d6.

Pace: 4; **Parry:** 9; **Toughness:** 6.

Special Abilities

- **Fear:** anyone facing these warped abominations must make a successful Spirit roll or suffer a -1 penalty to all actions for the entire encounter.
- Frenzy: one extra Fighting attack at a -2 penalty.
- **Tentacle:** Str+d4, +1 Parry, ignores shield Parry bonus.
- **Unnatural Physique:** *Die Auserwählten* are immune to called shots.
- **Warped Fist:** Str+d6, AP1

GREATER DIE AUSERWÄHLTEN

Sav

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength d12+3, Vigor d12+4.

Skills: Climbing d8, Fighting d8, Intimidate d8, Notice d8, Shooting d6, Stealth d6.

Pace: 4; **Parry:** 9; **Toughness:** 14 (1).

Equipment: *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto).

Special Abilities

- **Armour +1:** rubbery skin.
- **Fear:** anyone facing these warped abominations must make a successful Spirit roll or gain 1 point of dementia and suffer a -1 penalty to all actions for the entire encounter.
- **Frenzy:** one extra Fighting attack per round.
- **Size +3:** these *Die Auserwählten* are much bigger than a human.
- **Tentacle:** Str+d4, +1 Parry, ignores shield Parry bonus.
- **Unnatural Physique:** *Die Auserwählten* are immune to called shots and wound penalties. They also gain +2 to recover from being Shaken.
- **Warped Fist:** Str+d6, AP 1.

THE RISE OF NACHTWÖLFE

"If the Black Sun is the stuff of nightmares, Nachtwölfe *are the menacing machine thrumming with an inhuman growl and revving up to some terrible purpose."*

—Prof. Richard Deadman.

The Occult Scientist

Mina Wolff's light flickers to life some time during the early 1920s, when she first emerges into the public spotlight as a member of the Thule Society. Allegedly the protégé of some unknown industrialist, several investigations into her past have ended prematurely, with all involved meeting grisly deaths. It seems that whoever supported her wishes to ensure that her personal history remains a mystery.

An active member of the Thule Society, Mina is one of the strongest proponents of Atlantean and Hyperborean legends. In her archaeological travels, she develops a growing sense that the ancient people behind these two great societies held secrets that, if only they could be rediscovered, would be the key to a truly global society, an idea which Hitler is more than ready to hear. Whilst most are obsessed with proving racial purity, Mina single-mindedly works towards discovering the clues as to where these ancient races fell.

Wolff first meets Reinhardt Weissler on a Thule Society sponsored expedition to a strange ruin in Sumatra. Together they unearth what appears to be a Hyberborean inscription, along with fragments of strange, blue crystals. Mina finds a fellow believer in Weissler, whose growing obsession with Hyperborea and his rising influence amongst the Thule Society gives her sufficient leverage to outfit further expeditions.

When Mina finally joins Weissler's cult and is taken to the Valley of the Black Sun, she is shocked at the raw power permeating the fabric of time and space around her. Whilst the experience is undoubtedly profound, confirming in her own mind that her fabled ancient Atlantean technology is not just an archaeologist's dream but must surely be within reach, it does not affect Mina in the same way as Weissler's other converts. She remains inexplicably free of Weissler's domineering mind and the lure of the Black Sun, though she is careful to hide this fact; not even the Norn are able to detect her perfidy.

The Noble Wolf

It is not without coincidence that, during the War, Hitler often calls himself "the Wolf", or that he nicknames the headquarters of the *Oberkommando der Wehrmacht* (OKW) and the *Oberkommando des Heeres* (OKH) in the Ukraine: *Werwolf*. The fact that his Eastern Front HQ is codenamed the Wolf's Lair—in fact, many of his headquarters featured the word "wolf"—and that Himmler's plan to operate behind advancing enemy lines is titled Operation Werewolf should then, also, come as no surprise. Hitler becomes enamoured by the concept of wolves when he first meets a certain rising star in the Thule Society, Mina Wolff, in the early 1930s. Impressed by her description of him as her "great and noble wolf who will lead Germany to greatness", he is ready for her request for help when it comes, and is willing to consider even her most outlandish plans.

As if we didn't have enough on our plates with these Black Sun lunatics!

A. T.

Photo: Würfel — Wewelsburg Castle, German — German Language Wikipedia — Creative Commons Attributio-Share Alike 3.0 Unported.

The Search for Hyperborea

Mina is heavily involved in appropriating occult items and antiquities from libraries and museums across Europe in the 1930s, often by coercion, force, or the liberal application of *Reichsmark*. Whilst Weissler remains obsessive about finding any occult information on Hyperborea, Mina becomes increasingly excited about vague references to Atlantis and suggestions of the technological marvels the Atlanteans once possessed.

In 1934, as Black Sun slowly gains power under the auspices of Heinrich Himmler, Mina leads yet more raids on hidden private collections but becomes acutely aware that Weissler is disregarding information on Atlantis, despite it holding such promising finds for a Third *Reich* desperately in need of technological prowess. Even so, she remains carefully guarded as to her private opinions and rises through the ranks to become Weissler's right hand.

WEWELSBURG

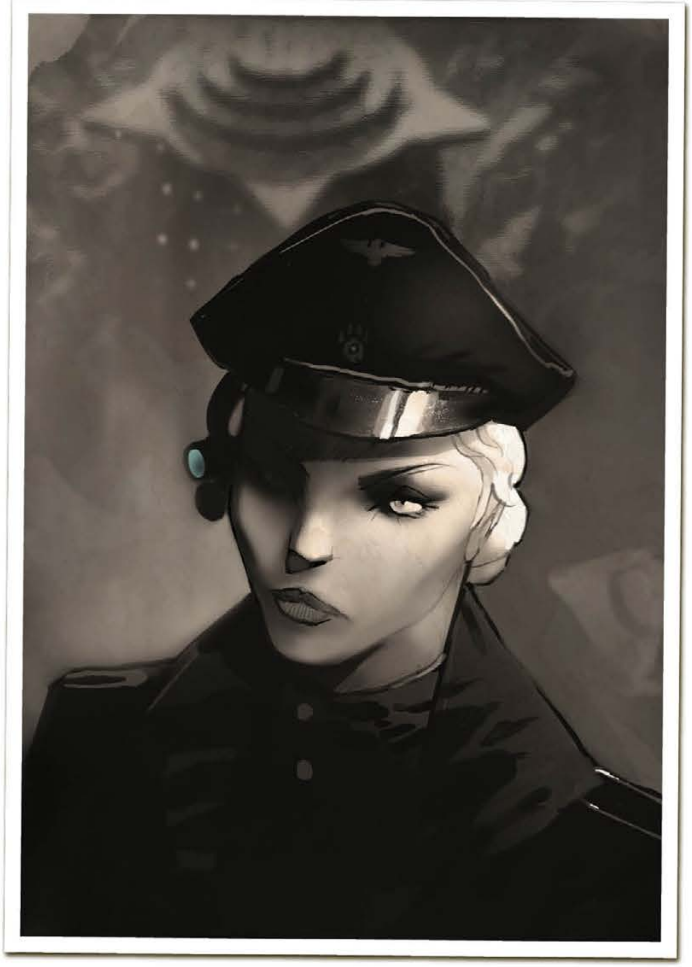
In the depths of Wewelsburg castle, Black Sun researchers continually pour over the numerous finds from their expeditions but Mina, now Weissler's deputy among the Priors, becomes increasingly frustrated at the wealth of technological clues being locked away so that her Master can focus on the incantations and spells also being unearthed. Pushed into raising the issue by her growing discontent, Weissler, incensed, goes as far as to forbid her from pursing this line of enquiry any further, and becomes agitated at her lack of desire to unlock the mystical secrets of, to his mind, the more important Hyperboreans.

Realising the delicacy of her situation, Mina placates him, and in 1936 delivers something which buys her the time she needs. Whilst searching Sweden for clues to Atlantis, Mina's expedition instead stumbles upon ancient petroglyphs that match Hyperborean runes. Weissler is ecstatic and congratulates Mina on opening the door to "the glory to come", before shutting himself away to examine her findings.

The Birth & Growth of *Nachtwölfe*

Once it becomes apparent that Weissler's absence is going to be an extended one, Mina loses no time in opening the archives, and allows one of Black Sun's leading Professors, Krafft Heimburg (who shares her views) time to investigate the crates full of artefacts, scrolls, and other antiquities determined to be of no further use to Black Sun. He and his team work around the clock to quickly identify those pieces that are most promising.

Taking control of Black Sun, Mina uses every ounce of her resources to push forward experiments that would have been unheard of under Weissler. Heimburg even discovers hidden formulae unearthed in the Sumatran expedition where Mina had first met Weissler. This is the breakthrough Mina has been waiting for. Yielding terrifying results, Heimberg creates a serum that can be applied to inanimate tissue. The battle in the laboratory with the hideous creatures that arise out of the samples results in several dead, but the whole affair is quickly and efficiently covered up.



Turning her attention to weaponising her discovery, Mina proposes an aerosol version of the serum to be dropped as a bomb amongst enemy lines. Shipping Heimberg and his team off to a secret location, along with all the useful relics and her other loyal followers, Mina puts her plan into action. Arranging a special demonstration, allegedly on behalf of Weissler, Mina presents the weapon to the Nazi High Command at the research facility on Peenemünde. As the pile of flesh and bone takes shape on the test ground the High Command look on in horror, but Mina notices the look of calculation on the *Führer*'s face. Mina's story to the *Führer* is simple: the Nazi regime is built on science and progress and, if the technology of the past can be harnessed, then the thousand-year *Reich* will have no limits, and even death's grip itself might be broken.

Emerging from his seclusion, Weissler is positively furious on discovering his lieutenant's betrayal, but Mina is already beyond his reach, having secured the "Noble Wolf" as her patron. Hitler at least recognises the game she plays, and knows that Black Sun will work quietly to bring an end to

A Blue Funk

Unbeknownst to *Nachtwölfe*, it is not just the raw crystals that can influence the minds of its work force—the processed Blauer Kristall also affects those in close proximity to it, but only when present in much greater quantities. This grave miscalculation arises because most of those affected by Blue Madness are the low-level technicians handling the crystals and refining them into more useful forms. Those using equipment manufactured from *Blauer Kristall* tend to be more strong-willed than the laboratory drones and, as a result, are more likely to become host to the Render of Veils, rather than give in to his madness.

Cth In the presence of over 2.2lbs (1kg) of raw crystals or 22lbs (10kg) of Blauer Kristall (p.146) for more than 8 hours at a time, characters must make a successful Sanity check every 8 hour period or suffer from strange visions as they sleep. Once they begin to have these visions, they must succeed at a further Sanity check or succumb to a waking daydream in which they see the vista of the cosmos uncovered in all its true horror. If they do fall victim to the daydream, then every subsequent hour they must make another successful Sanity check or wake up and begin killing every creature they can see, along with themselves, in the most terrifying manner possible.

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her treachery one day. But, for the moment, he is content to exploit her eagerness and her claims that she can bring the greatest war machines of the Third *Reich* to life.

Just as Weissler wows Himmler with Wewelsburg II, Mina unveils the plans for the Wolf's Lair to the German High Command in late 1940, which subsequently becomes Hitler's secret command centre in the East. Not content with providing her new Master with such a stronghold, she also reveals details of a series of increasingly powerful weapons that will turn the tide of the war. The *Führer* is astounded by the technological marvels she promises and, during the latter parts of the war, frequently goes on to expound about the wonder weapons that are in development, hoping that at least one of them will provide the key to victory.

At the height of the war *Nachtwölfe* expeditions range across the ancient world looking for caches of artefacts from time immemorial. A typical expedition team consists of a Force Master, several Specialists (such as archaeologists and technicians), and a security detail of *Wehrmacht*. With a growing arsenal of unusual equipment to trace, detect, and unearth the ancient relics they seek, the expeditions are capable of quickly gathering and shipping finds back to Fenrir's Seat, *Nachtwölfe*'s secret experimental headquarters, in the Austrian mountains.

A Ticking Time-bomb

Little do Mina or Heimburg realise the true nature of the technology they are unleashing. Inextricably linked to the esoteric powers of the past, this "broken" science from Atlantis and Hyperborea, promises power greater than the mythical atomic bomb but it comes at a terrible price. At first it seems that the "Blue Madness" is merely a product of exposure to dangerous compounds, of which they still know so little, but as the war progresses Mina begins to fear that her Atlantean technology might not be so easy to harness as she once thought. Yet her belief in German ingenuity never fails her, and she is determined that they will find a way to tame the ancient beast. What she does not realise is that the signs of the Blue Madness are simply the mentally weaker victims succumbing to a malevolent power. The real danger lies in those that seem to carry on as normal, hiding the fact that *Nachtwölfe* is slowly succumbing to a terrible, dark, and malignant force that has lain undisturbed for millennia.

BLUE MADNESS

At first, the reasons for the sudden, violent breakdowns of *Nachtwölfe*'s staff are a mystery, but the realisation slowly dawns that exposure to high concentrations of the odd blue crystals (originally found during the Sumatran expedition but since discovered in small quantities at numerous sites world-wide) are at the root of what then becomes known as the Blue Madness.

During the initial stages of the disorder, subjects stare off in to the distance for hours on end before suddenly "awakening" and killing themselves, and those nearest to them, by any means possible. Once the situation becomes clear, many victims are incarcerated at Fenrir's Seat or the Wolf's Lair, and studied to determine what can be done to reduce the effect, or cure the resulting homicidal tendencies.

The Blue Madness affects the weak-willed through prolonged exposure to large amounts of the blue crystals, thereby enabling them to hear their true name whispered through the feather-like touch of the Outer God Daoloth in their mind. Once opened to the actual nature of the cosmos, their minds snap when they regain awareness of their earthly surroundings, causing them to set about the violent destruction of themselves and everyone nearby. Those with stronger minds suffer great torment as Daoloth's essence takes over their very being, desiring to bring more of itself into this universe.

The Touch of Daoloth

What *Nachtwölfe* does not realise is that the blue crystals, and the *Blauer Kristall* material fabricated from them, each contain a tiny sliver of Daoloth. The Atlanteans' discovery and use of the crystals is one of the contributing factors in their downfall for, as well as providing great power, they also act as an unchecked gateway for Daoloth's passage into our dimension; as more and more accumulated in Atlantean society, so Daoloth seeped in to the minds of a people unprotected by the Pentacle of Planes.

Daoloth is the Keeper of the True Names of every being. Speaking his true name causes a person's hideous inner nature to be revealed, and as Daoloth's essence coalesced in the dreams of the Atlanteans, its whisperings brought a lust for destruction, power, and wealth amongst the people which would ultimately bring about their demise. As Atlantis fell the survivors carried with them a few of the crystals, still blind to the dangers. Yet, as they dispersed, so did the concentration of Daoloth's essence. The Outer God became once again a fleeting wisp of thought, barely able to touch their minds.

As *Nachtwölfe* collects more and more of the blue crystals, Daoloth's presence is once again gathering. As its consciousness grows, it is becoming increasingly fascinated by this new world and is gradually taking control of the group's stronger minds. Continued exposure to *Blauer Kristall* weakens the mental strength of subjects and allows Daoloth's vitality to infiltrate their very being. To all intents and purposes, a victim appears to behave normally, but all those touched are unwitting pawns—cells in a massive hive brain that, when directed, will act as if the Render's will is their own.

Daoloth is not necessarily evil, just curious, and desires to open every mind to the true nature of the cosmos.

Flexing its mental muscles like a newborn, Daoloth is already helping the *Nachtwölfe* scientists it has infiltrated to discover more crystals. One such example of Daoloth's intervention is the German Antarctic Expedition of 1938-1939. The ship, *Schwabenland*, and its attendant planes are equipped with rudimentary crystal detection apparatus and drop numerous Swastika flags from aerial reconnaissance flights to mark possible locations of crystal deposits for later collection.

It is only a matter of time before Daoloth sits fully formed in the minds of the most powerful *Nachtwölfe* members, with access to some of the most devastating technology available to man. It will then set Mina Wolff's technologists and warmongers on a very different course to the one she has planned. So far only select members of *Nachtwölfe* have been compromised, excluding Mina and her inner circle, whose personalities are sufficiently strong to have so far resisted Daoloth's tentative probing. But with the growing accumulation of crystals and Mina's desire to push experimentation further and faster in support of her beloved *Führer*, disaster cannot be far away.

Daoloth is not necessarily evil, just curious about the world, and desires to open every being's mind to the true nature of the cosmos. To this end, it will use *Nachtwölfe* to find every last trace of crystal. If Daoloth manages to coalesce via the convergence of the blue crystals without any kind of control, then its form will enter our universe, expanding until it engulfs the planet and destroys the Earth. The entire population will, as a result, be dispatched to different dismal dimensions and terrifying worlds from which there can be no return.

Hidden Fortresses

THE WOLF'S LAIR

Not shown on the publicly-revealed plans for the *Führer*'s Eastern command centre, deep beneath the ground, through vast blast doors closed to even the highest ranking officials, lies the true Wolf's Lair. Designed to survive the destruction of the base above, and built in utmost secrecy, it lays the groundwork for the later, and greater, stronghold of Fenrir's Seat.

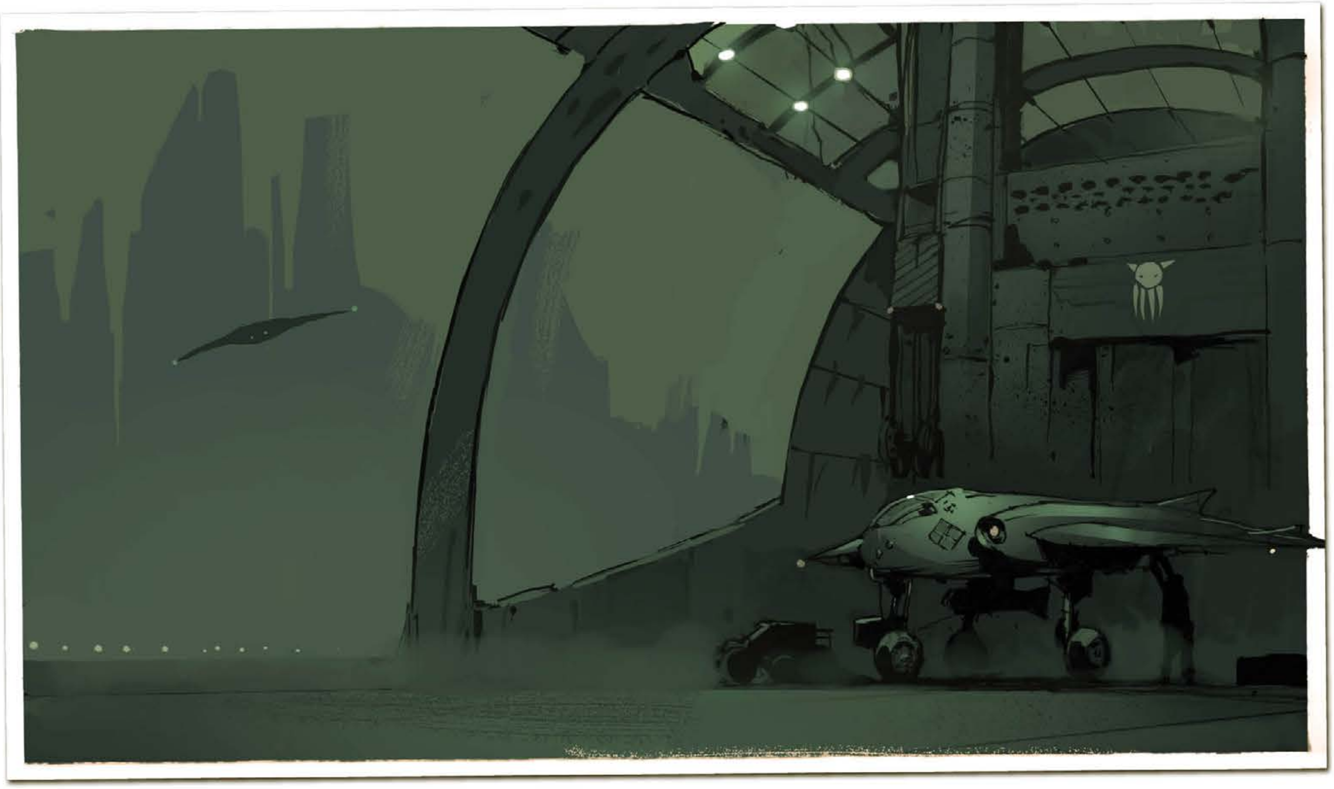
Of *Nachtwölfe*'s three main bases, the Wolf's Lair forms the Operational Command Centre for its field operations in support of the *Wehrmacht*. The *Wolfszahn* (Wolf's Fang; p.102) are commanded from here.

PEENEMÜNDE

Destroyed in 1943 by the Allied Bombing raid codenamed Operation Hydra, the Peenemünde weapons facility is one of *Nachtwölfe*'s earliest homes. The site sees the advancement of work on the prototype of *Der Adler*, a massive jet-powered aircraft that promises the *Luftwaffe* complete domination of the skies.

FENRIR'S SEAT

Evolved from the secret retreat inhabited by Heimberg and his researchers during *Nachtwölfe*'s embryonic developmental stages, Fenrir's Seat does not come to the fore until after the loss of the Peenemünde base, although construction is ongoing throughout the early years of the war. Hidden deep in the Austrian mountains, and implementing many of the lessons learnt during the construction of the Wolf's Lair, it is the peak of Nazi base design, augmented by secrets lost since before recorded time began. Work on *Der Adler* moves here from 1943, alongside the *Wolfszorn* project (see *Achtung! Cthulhu: Guide to the Eastern Front* for more details).



Nachtwölfe at War

Nachtwölfe is active in several remote bases before the war starts, working hard to develop useful technology from the ancient techniques and artefacts liberated from Black Sun's vaults. Mina drives her technical team relentlessly as she fears Black Sun may make its move to release its fearsome god at any time, so they must be ready with the right equipment to protect the Third *Reich*, should the worst happen. It is not unknown for *Nachtwölfe* forces or, more particularly, officers or specialists, not to intervene in an attack on Black Sun by Allied forces, believing it is better that Black Sun are weakened whenever possible.

Nachtwölfe usually contribute highly trained units to *Wehrmacht* forces to test new equipment or provide additional specialist muscle when it is required, especially against Allied special forces. Sometimes there is a need for the full might of *Nachtwölfe* to be set against the Allies, and in these situations the Wolf's Fang are released.

WOLFSZAHN *(WOLF'S FANG)*

The Wolf's Fang is the only fully-armed force under the direct control of *Nachtwölfe*. Based out of the Wolf's Lair, and consisting of just one complete field battalion, it benefits from the latest experimental technology, making it a formidable foe. Troops consist of *Nachtwölfe*-trained *Wehrmacht* soldiers bolstered by *Nachtwölfe* specialists (for the operation of any unusual weaponry or vehicles the *Wolfszahn* finds itself deployed with).

Key Figures

GENERALOBERST *MINA WOLFF, NACHTWÖLFE COMMANDER*

Mina is the leader of *Nachtwölfe* and holds a theoretical rank of General in the *Wehrmacht*, but only for purposes of direct relations with the regular forces; for example, in order to requisition resources. To all intents and purposes, Mina is outside the normal *Wehrmacht* command structure as she reports directly to the *Führer* himself.

Appearance: Mina's striking beauty appears to place her in her late twenties. No-one remembers her changing much over the last two decades, as if time itself is standing still to applaud her countenance. Of course, those who enquire too closely about her exact age and origins are seldom heard from again. Mina's chiseled cheekbones, shoulder length blond hair (tightly bound under her commander's hat), and stunning bright blue eyes set her apart from the crowd. Her body is lithe, and she is extremely fit. Her stamina is legendary, as she works relentlessly driving her team to discover the lost secrets of the Atlanteans. More importantly, she is strategic in her thinking, achieves the best from those around her, and lacks the desire for political games that cripples the Nazi leadership.

STR 14	**DEX** 14	**INT** 17	**CON** 12
SIZ 11	**APP** 17	**POW** 20	**EDU** 17
SAN n/a	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Anthropology 36%, Archaeology 45%, Astronomy 35%, Bargain 50%, Biology 21%, Chemistry 60%, Climb 50%, Cthulhu Mythos 45%, Dodge 48%, Dream Lore 55%, Dreaming 60%, Electrical Repair 60%, Mechanical Repair 70%, Navigation (Air, Sea) 35%, Occult 65%, Persuade 70%, Physics 50%, Pilot (Single-prop) 55%, Pilot (Multi-prop) 60%, Ride 65%, Use Atlantean Technology 75%.

Language Skills: German (Own) 85%, Aklo 20%, Atlantean 35%, English 60%, Hyperborean 25%, Latin 55%, Norse Runes 30%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Riding Crop "Die Blaue Reitgerte" (Melee Weapon—Club) 45%, damage 1D2+1D4, atts 1, base range touch.

Walther P38 Pistol (Handgun) 40%, damage 1D10, atts 2, base range 15 yds.

Shewolf Machinepistole (Handgun or Submachine Gun) 60%, damage 2D8+2, atts 2 or burst, base range 30 yds, malf 96.

Spells: Bind Enemy, Bind Soul, Blessing of the Black Sun, Breath of the Deep, Brew Dream Drug, Cloud Memory, Contact Nyarlathotep, Create Gate, Curse of the Putrid Husk, Deflect Harm, Dominate, Dread Equinox, Eibon's Wheel of Mist, Elder Sign, Fist of Yog-Sothoth, Flesh Ward, Implant Fear, Leech Essence, Mesmerise, Mindblast, Send Dreams, Summon/Bind Fire Vampire, Summon/Bind Hunting Horror, Wrack.

Attributes: Agility d8, Smarts d12, Spirit d12+2, Strength d8, Vigor d6.

Skills: Atlantean Technology d12, Climbing d6, Dreaming d8, Fighting d6, Intimidate d10, Knowledge (Aklo) d4, Knowledge (Anthropology) d6, Knowledge (Archaeology) d6, Knowledge (Astronomy) d6, Knowledge (Atlantean) d6, Knowledge (Biology) d4, Knowledge (Chemistry) d8, Knowledge (English) d8, Knowledge (Hyperborean), d4, Knowledge (Latin) d8, Knowledge (Mythos) d6, Knowledge (Navigation) d6, Knowledge (Norse Runes) d6, Knowledge (Occult) d8, Knowledge (Physics) d8, Persuasion d10, Piloting d8, Repair d8, Riding d8, Taunt d10.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7; **Sanity:** insane.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The *Führer*).

Edges: Very Attractive, Charismatic, Command, Great Luck, Improved Block, Improved Inspire, Improved Level Headed, Killer Instinct, Dodge, Jury Rig, Mechanically Inclined, Quick, Strong Willed.

Gear: *Riding Crop "Die Blaue Reitgerte"* (Str, -2 Healing on all wounds caused and rolls to Unshake), *Walther P38 Pistol* (12/24/48, 2d6-1, Shots 8, Semi-Auto), *Shewolf Machinepistole* (12/24/48, 2d8, Rof 1 or 3, Shots 15, AP 1, Auto, 3RB).

Special Abilities

- **Incredible Stamina:** Wolff never tires and is immune to all Fatigue from exertion.

Die Blaue Reitgerte

During initial experiments with the recovered blue crystals, *Nachtwölfe* scientists applied various extracts to innumerable materials, one of which was leather. Although the leather acquired a bluish tinge and was slightly tougher than usual, the scientists were unable to come up with a practical use for it and so instead fashioned a riding crop for their commanding officer, Mina Wolff. A keen horsewoman, Mina is never without the riding crop, or "*Die blaue Reitgerte*" as it is known, a much feared implement that she has been known to use on those who betray or fail her. Although it inflicts no more damage than an ordinary crop, the wounds have an unnatural indigo tinge to them, and are both difficult and slow to heal.

See the Weapons Tables on pp.150-151 for further details on *Die blaue Reitgerte*'s in-game statistics.

Nachtwölfe Shewolf Maschinepistole

Based on the Mauser C96 M1932 *Schnellfeuer-Pistole*, the *Nachtwölfe* Shewolf *Maschinenpistole* was designed and built by *Nachtwölfe* engineers for their Commander. She owns the only confirmed example of the weapon, although it is rumoured that a replacement was built in case the first was ever lost. The weapon is a fully automatic machine pistol capable of firing thirty rounds in one go. Mina has practised with the weapon, training herself to fire single shots or short, three-round bursts.

The gun was the result of initial *Nachtwölfe* experiments with *Blauer Kristall*. The result was a weapon with a slight, if unnatural, blue finish, and the weapon has double the muzzle velocity of a standard C96. When fired, the weapon's muzzle flash is a singular azure which makes it stand out on the battlefield. The recoil is inexplicably ferocious compared to the normal C96.

See the Weapons Tables on pp.150-151 for further details on the Shewolf's in-game statistics.

Sav New Skill: Atlantean Technology (Smarts)

This skill represents the ability to use both the ancient artefacts of Atlantis and the technology derived from them by *Nachtwölfe*'s scientists. Failure to succeed results in the artefacts failing to work, temporarily malfunctioning, and in extreme cases, exploding, doing 2d6 damage to all in a Small Burst Template.

Cth Use Atlantean Technology (10%)

This skill represents the ability to use both the ancient artefacts of Atlantis and the technology derived from them by *Nachtwölfe*'s scientists. Unlike the technology of the alien races of the Mythos, it appears that any human is capable of intuitively operating Atlantean and Atlantean-derived devices, a fact represented by the 10% base chance for this skill.

Specialisation: Force Plates—for more details, see the Force Master description on p.106.

- **Insane:** Wolff is totally insane. Her insanity gives her strength beyond a normal man. She gains a +2 bonus to both her Toughness and any attempts to Unshake. She also ignores the first two penalties from Wounds. She is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Wolff can cast *bind enemy*, *bind soul*, *blessing of the Black Sun*, *breath of the deep*, *brew dream drug*, *cloud memory*, *contact nyarlathotep*, *create gate*, *curse of the putrid husk*, *deflect harm*, *dominate*, *dread equinox*, *Eibon's wheel of mist*, *elder sign*, *fist of Yog-Sothoth*, *flesh ward*, *implant fear*, *leech essence*, *mesmerise*, *mindblast*, *send dreams*, *summon/bind fire vampire*, *summon/bind hunting horror*, and *wrack*.

OBERSTLEUTNANT *OSKAR RICHTER,* *COMMANDER* (WOLFSZAHN BATTALION)

One of the seven Inner Circle *Obersts* charged with the management of different departments, installations, and expeditions, Richter leads the *Wolfszahn* Battalion, an elite fighting force directly under the command of *Nachtwölfe*.

Appearance: his white hair belies a model of Nazi purity. Standing 6ft tall, his toned physique and regular work-outs inspire his men to high standards of their own personal fitness. The only person to have used the original *Vitalität* serum to enhance his fighting prowess, he regularly spars with the soldiers under his command, who will literally follow him to hell if he so ordered. Richter is rarely seen in the full officer's uniform normally expected of commanders, instead preferring to get his hands dirty at the frontline, taking personal command of the experimental tanks with a guard of Specialists, Stalkers, and Force Masters by his side.

Cth
STR 17 **DEX** 15 **INT** 16 **CON** 16
SIZ 16 **APP** 12 **POW** 14 **EDU** 15
SAN 60 **Hit Points:** 16

Damage Bonus: +1D6.

Skills: Artillery (Direct Fire—Tank Guns) 50%, Climb 35%, Command 65%, Cthulhu Mythos 10%, Dodge 48%, Drive Tracked 60%, Fieldcraft 55%, Jump 50%, Listen 50%, Martial Arts (Judo) 40%, Mechanical Repair 40%, Military Doctrine 55%, Navigate (Land) 55%, Radio Operator 55%, Spot Hidden 50%, Tactics 65%, Throw 60%, Use Atlantean Technology 65%.

Language Skills: German (Own) 75%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D6.

Grapple 50%, damage Special.

Kick 35%, damage 1D6+1D6.

Gauntleted Fist 60%, damage 1D3+1+1D6.

Luger P08 Pistol (Handgun) 55%, damage 1D10, atts 2, base range 15 yds.

Kar. 98k (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

MP40 Maschinenpistole (Submachine gun) 50%, damage 1D10, atts 2 or burst, base range 30 yds.

Sav **Attributes:** Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d10.

Skills: Atlantean Technology d10, Climbing d6, Driving d8, Fighting d8, Knowledge (Artillery) d8, Knowledge (Battle) d8, Knowledge (Communication) d8, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Notice d6, Repair d6, Shooting d8, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9; **Sanity:** 6.

Hindrances: Mean, Vow (*Nachtwölfe*).

Edges: Acrobat, Brawler, Brawny, Bruiser, Charismatic, Command, Command Presence, Improved Dodge, Improved Level Headed, Improved Nerves of Steel, Fervor, Inspire, Leader of Men, Martial Artist, Quick, Tactician.

Gear: *Knife* (Str+d4), *Luger P08 Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto), *Kar. 98k Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire), MP40 (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

HAUPTMANN *GERD SCHMIDT*, COMMANDER (WOLF GUARD)

Schmidt is in command of the *Nachtwölfe* elite Wolf Guards charged with Mina's personal security. An image of perfection, his precision command of the guards is matched only by his immaculate appearance. The company, drawn from the very best *Nachtwölfe* Specialists, Stalkers, and Force Masters, can be found testing the most powerful of *Nachtwölfe* equipment when pressed, but their number one priority is to ensure no Black Sun or Allied agents get close to Mina. Schmidt also has a hidden past, appearing from nowhere amongst the ranks of *Nachtwölfe* from the outset and assigned to the position of Captain of the Guard by Mina herself.

Appearance: Schmidt is stony-featured, with an unreadable face and inscrutable eyes. In many people's opinion, it is as if the devil himself is watching for any sign of trouble in those around Mina.

STR 14 **DEX** 16 **INT** 15 **CON** 14
SIZ 14 **APP** 10 **POW** 14 **EDU** 14
SAN 50 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 35%, Command 55%, Cthulhu Mythos 10%, Dodge 58%, Fieldcraft 55%, Jump 50%, Listen 50%, Martial Arts (Karate) 50%, Mechanical Repair 40%, Military Doctrine 50%, Navigate (Land) 55%, Radio Operator 55%, Spot Hidden 50%, Tactics 65%, Throw 60%, Use Atlantean Technology (Force Plates) 65%.

Language Skills: German (Own) 70%.

Weapons: *Fist/Punch* 65%, damage 1D3+1D4.

Karate strike 50%, damage 2D3+1D4.

Grapple 50%, damage Special.

Kick 35%, damage 1D6+1D4.

Karate Kick 45%, damage 2D6+1D4.

Gauntleted Fist 65%, damage 1D3+1+1D4.

Eisenstachel Knife 50%, damage 1D6+1D4.

Force Plates (Use Atlantean Technology) 65%, Special—see p.107 for further details.

Luger P08 Pistol (Handgun) 65%, damage 1D10, atts 2, base range 15 yds.

Kar. 98k (Bolt-action Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

MP40 Maschinenpistole (Submachine Gun) 70%, damage 1D10, atts 2 or burst, base range 30 yds.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d8.

Skills: Atlantean Technology d8, Climbing d6, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (Communicate) d8, Knowledge (Mythos) d4, Knowledge (Navigate) d8, Notice d6, Repair d6, Taunt d8, Throwing d8.

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 9; **Sanity:** 5.

Hindrances: Bloodthirsty. Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Command, Improved Dodge, Martial Artist, Strong Willed, Tactician.

> His precision command of the guards is matched only by his immaculate appearance.

Gear: *Eisenstachel Knife* (Str+d4), *Gauntleted Fist* (Str +2d4), *Luger P08 Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto), *Kar. 98k Bolt-action Rifle* (24/48/96, 2d8, Shots 5, AP 2, Snapfire), *MP40 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto), *Force Plates* (see below).

Special Abilities

- **Force Plates:** Schmidt carries two bizarre, studded metal plates which are in turn powered by a weighty power pack worn on his back. With a successful Atlantean Technology roll the following effects can be generated:
  - *Shockwave*. A telekinetic shockwave in a Cone Template that inflicts 2d6 damage upon everyone. Furthermore, all those affected must make a successful Strength or Vigor roll, using the damage rolled as a target number (whether or not it inflicted injury) or be knocked prone.
  - *Vehicular Harmonics*. If Schmidt places both plates against the side of a vehicle he creates a telekinetic harmonic that inflicts 2d6 damage on the crew. Damage rolled is figured normally, but instead of wounds inflicts Fatigue damage instead. This effect temporarily drains the force plates power for two rounds.
  - *Telekinetic Lift*. By concentrating and focusing the energy through the force plates, heavy objects can be lifted. Picking up a vehicle weighing up to two-and-a-half tonnes drains the power for two rounds; picking up a vehicle weighing up to forty tonnes drains the power for four rounds; and picking up a vehicle weighing more drains the power for six rounds. Once held in this fashion, the force plate user can either move the vehicle a total of 33ft (10m) with care, or throw it up to 100ft. (30m) away. Anyone in the vehicle when it is thrown suffers 3d6 damage.

PROFESSOR KRAFFT HEIMBURG

Krafft Heimburg is the ex-chief of Laboratory Number 7 at Wewelsburg Castle, the very lab that was destroyed in Mina's first experiment. Abandoning Black Sun with his Mistress, he too believes the technology of the ancients is the key to unlocking the greater mysteries of the universe and creating a global Third *Reich*. Heimburg is a practical man and has embraced Mina's vision wholeheartedly, throwing himself into developing the equipment and breakthroughs she needs.

Appearance: although in his late forties, Heimberg is somewhat well-honed for a scientist, having served as an apprentice engineer in World War One before being introduced to the Thule Society, where he was a member of their fledgling science team. A faint whisp of grey mars his jaunty, swept-back hair but is complimented by his deep green eyes. Lately he has been having strange dreams of bizarre geometric contraptions, which he puts down to the late hours he and his team have been pulling on the latest Atlantean inventions.

Cth

STR 14	**DEX** 13	**INT** 16	**CON** 13
SIZ 12	**APP** 11	**POW** 17	**EDU** 19
SAN n/a	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Archaeology 25%, Chemistry 60%, Combat Engineer 50%, Cthulhu Mythos 35%, Electrical Repair 75%, Fieldcraft 30%, Folklore 25%, History 45%, Library Use 60%, Mechanical Repair 85%, Physics 70%, Spot Hidden 35%, Use Atlantean Technology 70%.

Language Skills: German (Own) 95%, Atlantean 30%, English 55%, Hyperborean 15%.

Weapons: *Fist/Punch* 50% 1D3+1D4.

Walther P38 Pistol (Handgun) 50% damage 1D10, atts 2, base range 15 yds.

Spells: Chant of Thoth, Cloud Memory, Deflect Harm, Eibon's Wheel of Mist, Elder Sign, Fist of Yog-Sothoth, Flesh Ward, Mesmerise, Mindblast.

Sav

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8.

Skills: Atlantean Technology d10, Investigation d8, Knowledge (Archaeology) d4, Knowledge (Atlantean) d6, Knowledge (Chemistry) d8, Knowledge (English) d8, Knowledge (Folklore) d4, Knowledge (History) d6, Knowledge (Hyperborean) d4, Knowledge (Mythos) d6, Knowledge (Physics) d10, Notice d6, Repair d12, Shooting d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8; **Sanity:** insane.

Hindrances: Mean, Vow (*Nachtwölfe*).

Edges: Jury-Rig, Mechanical Aptitude, Scholar (Chemistry, Physics).

Gear: *Walther P38 Pistol* (12/24/48, 2d6-1, Shots 8, Semi-Auto).

Special Abilities

- **Insane:** Heimburg is totally insane. His insanity gives him strength beyond a normal man. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from Wounds. He is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** Heimburg can cast the following spells: chant of thoth, cloud memory, deflect harm, eibon's wheel of mist, elder sign, fist of yog-sothoth, flesh ward, mesmerise, mindblast.

Nachtwölfe Forces

Nachtwölfe are known by their distinctive fitted, field grey and black uniforms, although it is the (typically blue) light emitted by strange artefacts and experimental equipment in their helmets or utility belts that usually mark them out. Whilst other German uniforms are often fitted for effect, these seem more practical and designed for extreme conditions. The designers, aware of the exact nature of their biggest enemy, have thought ahead to conflicts with Mythos forces, knowing that *Nachtwölfe* will be in the frontline against Black Sun when, as Mina suspects, they finally turn on the Third *Reich*.

Field forces tend to wear NW Chest Armour (p.149) and unusual German infantry helmets, which are slightly bulkier than normal; an even more modified version exists for the elite *Nachtjäger* units (p.108). In harsh conditions, forces will wear the *Nachtwölfe* breather (p.146), which completes the helmet and uniform to make an environmentally-sealed protective garment.

STÄRKEMEISTER *(FORCE MASTER)*

The Force Master is called on to the battlefield only at critical moments, but his very appearance has proven disastrous for Allied forces. Of all the devotees serving with the *Nachtwölfe*, its *Stärkemeister* undergo the most focused training regime, dealing exclusively with force plates (p.109) and ignoring other pieces of Atlantean-derived technology. This intensive instruction takes approximately three months to complete, after which they are assigned to the field. A newly trained Force Master is not considered by his peers to be one of their elite number until he has managed to kill the entire crew of an enemy tank using his force plates.

Dressed as officers, these Masters are usually in charge of a varying number of Specialists, with the exact number assigned to each team dependent on the mission objectives.

Cth

STR 13	**DEX** 15	**INT** 14	**CON** 14
SIZ 14	**APP** 13	**POW** 13	**EDU** 13
SAN 55	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Climb 30%, Command 45%, Cthulhu Mythos 10%, Dodge 48%, Demolitions 25%, Fieldcraft 45%, Jump 50%, Listen 40%, Mechanical Repair 40%, Navigate (Land) 25%, Radio Operator 25%, Spot Hidden 40%, Tactics 40%, Throw 60%, Use Atlantean Technology (Force Plates) 55%.

Language Skills: German (Own) 65%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

Grapple 50%, damage Special.

Head Butt 40%, damage 1D4+1D4.

Kick 35%, damage 1D6+1D4.

Gauntleted Fist 60%, damage 1D3+1+1D4.

Eisenstachel Knife 50%, damage 1D6+1D4, atts 1, base range touch.

Force Plates (Use Atlantean Technology) 55%, Special—see p.XX for further details.

Luger P08 Pistol (Handgun)* 45%, damage 1D10, atts 2, base range 15 yds.

*Cannot be used whilst still wearing force plate gauntlets.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Atlantean Technology d8, Climbing d6, Fighting d8, Knowledge (Battle) d6, Knowledge (Communication) d4, Knowledge (Demolitions) d4, Knowledge (Mythos) d4, Knowledge (Navigation) d4, Notice d6, Repair d6, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

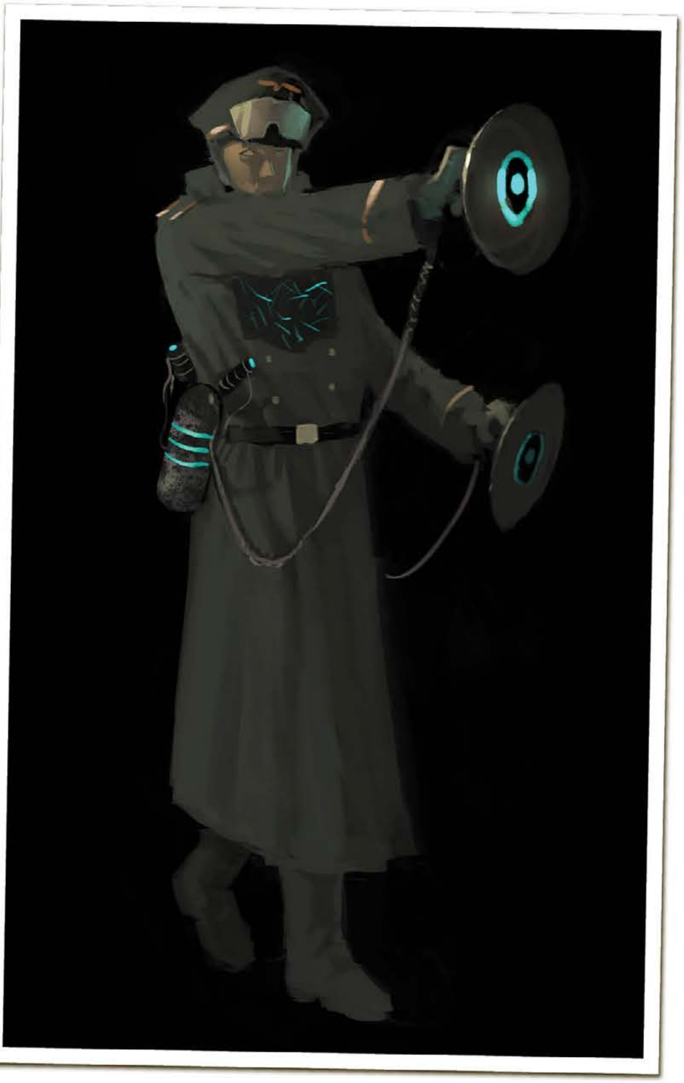
Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Brawler, Bruiser, Command, Dodge, Tactician.

Gear: *Gauntleted Fist* (Str +d4+2), *Eisenstachel Knife* (Str +d4), Luger (12/24/48, 2d6-1, Shots 7, Semi-Auto), *Force Plates* (see below).

Special Abilities

- **Force Plates:** a *Stärkemeister* carries two bizarre, studded metal plates which are in turn powered by a weighty power pack worn on his back. With a successful Atlantean Technology roll the following effects can be generated:
    - » *Shockwave*. A telekinetic shockwave in a Cone Template that inflicts 2d6 damage upon everyone. Furthermore, all those affected must make a successful Strength or Vigor roll, using the damage rolled as a target number (whether or not it inflicted injury) or be knocked prone.
    - » *Vehicular Harmonics*. If the *Stärkemeister* places both plates against the side of a vehicle he creates a telekinetic harmonic that inflicts 2d6 damage on the crew. damage rolled is figured normally, but instead of wounds inflicts Fatigue damage instead. This effect temporarily drains the force plates power for two rounds.
    - » *Telekinetic Lift*. By concentrating and focusing the energy through the force plates, heavy objects can be lifted. Picking up a vehicle weighing up to two-and-a-half tonnes drains the power for two rounds; picking up a vehicle weighing up to forty tonnes drains the power for four rounds; and picking up a vehicle weighing more drains the power for six rounds. Once held in this fashion, the force plate user can either move the vehicle a total of 33ft (10m) with care, or throw it up to 100ft. (30m) away. Anyone in the vehicle when it is thrown suffers 3d6 damage.



SPECIALIST

There are many Specialists in *Nachtwölfe*'s forces, although the focus is very much on quality rather than quantity. They are often assigned to *Wehrmacht* units rather than forming their own distinct fighting cohort, as each Specialist is, technically, a "force" in his own right—from snipers to assassins, technical experts to experimental pilots to weapons operators, these one man (or woman) geniuses are the backbone of *Nachtwölfe*'s ground troops. Statistics for two particular Specialists, the Field Tester and the *Nachtjäger* Sniper, are shown below.

NACHTWÖLFE *FIELD TESTER*

Cth

STR 14 **DEX** 12 **INT** 14 **CON** 13
SIZ 14 **APP** 11 **POW** 15 **EDU** 14
SAN 55 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Archaeology 40%, Anthropology 45%, Astronomy 25%, Biology 25%, Chemistry 35%, Climb 40%, Cthulhu Mythos 20%, Electrical Repair 40%, History 45%, Library Use 40%, Mechanical Repair 50%, Natural History 30%, Physics 40%, Spot Hidden 40%, Use Atlantean Technology 55%.

Language Skills: German (Own) 70%, plus one specialist language skill 50%, and one specialist Mythos language skill 15%.

Weapons: *Walther PPK Pistol* (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

MP40 Maschinenpistole (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Spells: none, though select individuals may know one to two spells of the Keeper's choosing.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Atlantean Technology d8, Climbing d6, Investigation d6, Fighting d6, Knowledge (Archaeology) d6, Knowledge (Anthropology) d6, Knowledge (Astronomy) d4, Knowledge (Biology) d4, Knowledge (Chemistry) d6, Knowledge (History) d6, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Physics) d6, Notice d6, Repair d6, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: none.

Equipment: *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto), *MP40 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP1, Auto).

NACHTJÄGER SNIPER

Cth

STR 15 **DEX** 16 **INT** 13 **CON** 14
SIZ 13 **APP** 12 **POW** 12 **EDU** 12
SAN 40 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 55%, Close Combat 40%, Dodge 40%, Fieldcraft 55%, First Aid 45%, Heavy Weapons (Machine Gun) 45%, Listen 70%, Spot Hidden 65%,Throw 45%, Track 60%, Use Atlantean Technology 50%.

Language Skills: German (Own) 55%.

Weapons: *StGw44* (Assault Rifle) 70%, damage 2D6+2, atts 1 or burst, base range 90 yds.

Kar. 98k (Bolt-action Rifle) 70%, damage 2D6+4, atts 1/2, base range 180 yds.

Spells: none, though select individuals may know one to two spells of the Keeper's choosing.

Concealment: Spotting a well-concealed Sniper after he has fired is a *Difficult* Spot Hidden check, though subsequent shots reduce this to a *Normal* check, as the muzzle flash and sound help to pinpoint the marksman's location.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Atlantean Technology d8, Climbing d8, Fighting d6, Healing d6, Notice d10, Shooting d10, Throwing d6, Tracking d8.

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Dodge, Marksman, Steady Hands.

Equipment: *StGw44 Assault Rifle* (24/48/96, 2d8-1, RoF 3, Shots 30, AP 2, Auto), *Kar. 98k Bolt-action Sinper Rifle* (24/48/96, 2d8, Shots 5, AP2, Snapfire, telescopic sight).

Special Abilities

- **Concealment:** to spot a concealed Sniper who has fired a shot, make a Notice (-2) roll against a target number created by the Sniper's Stealth. A second shot reduces this penalty to zero, and all subsequent shots give a +2 bonus to the Notice rolls.

STALKER

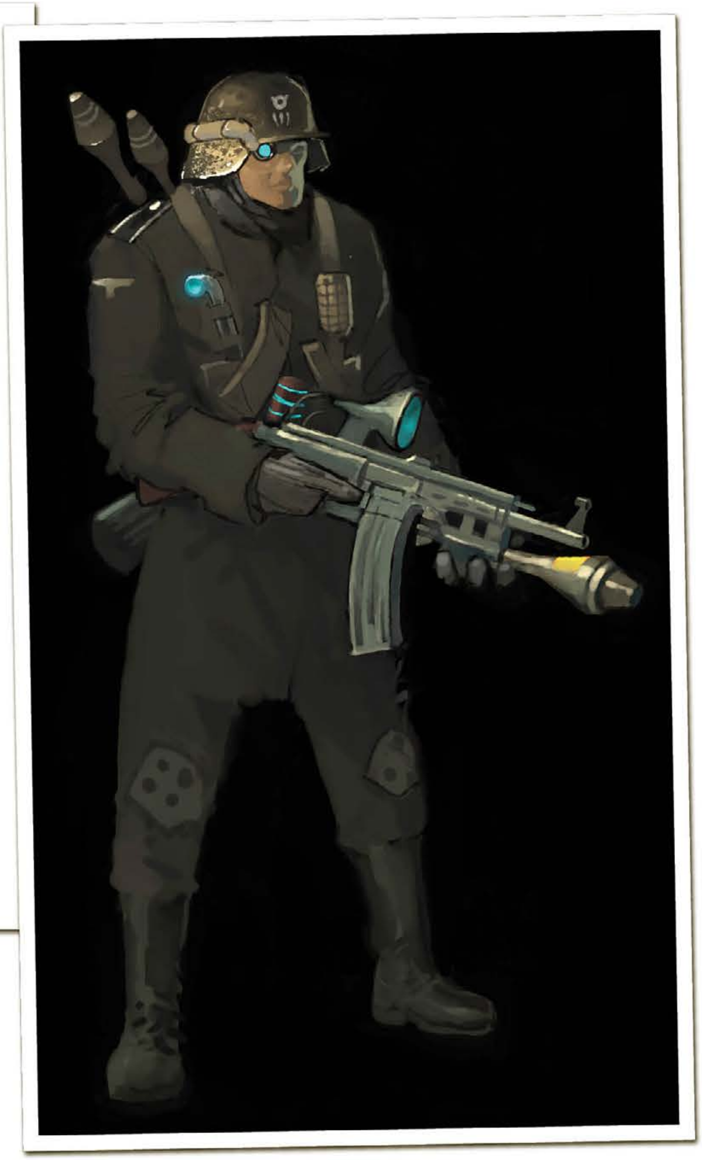
The Stalker's role is to back up *Nachtwölfe* or *Wehrmacht* frontline troops with their superior firepower. Candidates for *Nachtwölfe* Stalker training have to be at the peak of their physical fitness and undergo a three month programme of intense physical training combined with daily injections of an experimental concoction known as *Vitalität IX* (p.XX). The strength of the drug is increased throughout

The Spice of Life

Although hoping to discover a desperately needed cache of rare blue crystals, during one of *Nachtwölfe*'s many digs in the Middle East archaeologists unearthed something completely unexpected but equally intriguing.

Inside an elaborately decorated box of unknown origin, they found four carved quartz vials, three of which were unfortunately broken. The fourth contained a small quantity of a milky fluid, which detailed analysis revealed to have a remarkable "boosting" effect on living tissue. Keen to see if the serum could enhance his soldiers, *Obertsleutnant* Richter volunteered to become the first human test subject.

Spurred on by the obvious improvements in Richter's physique, stamina and reflexes, *Nachtwölfe* scientists then began to develop their own version of *die Vitalität* (as they had christened the serum), as there was far too little of the original material left to use in an expanded training programme. Unfortuantely, an exact reproduction proved impossible. Precisely what happened to those tested with *Vitalität I-VIII* is a closely guarded secret, but with *Vitalität IX* the researchers have come up with a compound that, whilst far from perfect, does at least enhance the subject's physical prowess (albeit at the expense of their intellectual acumen).



the programme, causing the candidate to physically bulk up in terms of strength and stature. At the same time, the candidate loses cognitive reasoning capacity while becoming ever more aggressive.

Appearance: at a menacing 7ft (2.1m) tall, a Stalker is more than strong enough to carry the heavy *Jagdgewehr* StGw43A experimental gun in his muscled arms, while his grey and black uniform struggles to contain his oversized form. His massive physique, armoured gauntlets, and specialised equipment give the impression of fighting something distinctly otherworldly on the battlefield.

STR 21	**DEX** 14	**INT** 09	**CON** 16
SIZ 21	**APP** 10	**POW** 14	**EDU** 13
SAN 60	**Hit Points:** 19		

Damage Bonus: +2D6.

Skills: Climb 34%, Command 25%, Conceal 45%, Cthulhu Mythos 10%, Dodge 48%, Demolitions 25%, Fieldcraft 40%, Jump 50%, Listen 40%, Mechanical Repair 40%, Navigate (Land) 25%, Radio Operator 25%, Spot Hidden 40%, Tactics 30%, Throw 60%, Use Atlantean Technology 25%.

Language Skills: German (Own) 65%.

Weapons: *Fist/Punch* 60%, damage 1D3+2D6.

Mailed Fist/Punch 60%, damage 1D3+2+2D6.

Grapple 50%, damage Special.

Head butt 25%, damage 1D4+2D6.

Kick 35%, damage 1D6+2D6.

Steel-booted kick 35%, damage 1D6+2+2D6.

MP38 Maschinenpistole (Submachine Gun) 60%, damage 1D10, atts 2 or burst, base range 30 yds.

Either *Flammenwerfer 41* (Flamethrower) 50%, damage 2D6+shock, atts 1, base range 34 yds; or *Jagdgewehr StGw43A* (Assault Rifle) 60%, damage 3D6+3, atts 2 or burst, base range 100 yds.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12.

Skills: Atlantean Technology d4, Climbing d6, Fighting d8, Intimidation d8, Knowledge (Communications) d4, Knowledge (Demolitions) d4, Knowledge (Mythos) d4, Knowledge (Navigation) d4, Notice d6, Repair d6, Shooting d8, Stealth d6, Throwing d8.

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 9; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Block, Brawler, Brawny, Bruiser, Combat Reflexes, Command, Dodge, Improved Nerves of Steel.

Equipment: *MP40 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto), either *Jagdgewehr StGw43A Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB, Underslung grenade launcher) or *Flammenwerfer 41* (Cone template, 2d10, ignores armour).

NACHTWÖLFE *FIELD RESEARCHER*

The Field Researcher's task is to scour the globe hunting for lost technology, Atlantean or otherwise, for *Nachtwölfe*'s scientific and engineering teams to repurpose to the Nazi cause.

Cth

STR 12	**DEX** 12	**INT** 14	**CON** 13
SIZ 13	**APP** 11	**POW** 13	**EDU** 15
SAN 50	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Archaeology 60%, Anthropology 50%, Astronomy 25%, Bargain 25%, Biology 25%, Chemistry 35%, Climb 35%, Cthulhu Mythos 10%, Geology 20%, History 65%, Library Use 50%, Natural History 40%, Occult 50%, Persuade 40%, Physics 35%, Spot Hidden 40%, Use Atlantean Technology 25%

Language Skills: German (Own) 75%,
plus one specialist language skill 60%,
one specialist language skill 50%,
and one specialist Mythos language skill 10%.

Weapons: *Walther PPK Pistol* (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

MP40 Maschinenpistole (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Spells: none, though select individuals may know one or more spells of the Keeper's choosing.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Atlantean Technology d4, Climbing d6, Investigation d6, Fighting d6, Knowledge (Archaeology) d8, Knowledge (Anthropology) d6, Knowledge (Astronomy) d4, Knowledge (Biology) d4, Knowledge (Chemistry) d6, Knowledge (Geology) d4, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (One Other Language) d4, Knowledge (Physics) d6, Notice d6, Persuasion d6, Repair d6, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: none.

Equipment: *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto), *MP40 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

NACHTWÖLFE *SCIENTIST*

The Scientist is rarely let out into the field as he has far too much to work on in the (relative) safety of his laboratory.

Cth

STR 12	**DEX** 12	**INT** 15	**CON** 13
SIZ 12	**APP** 11	**POW** 14	**EDU** 15
SAN 55	**Hit Points:** 13		

Damage Bonus: none.

Skills: Cthulhu Mythos 15%, Electrical Repair 65%, History 45%, Library Use 60%, Mechanical Repair 65%, Spot Hidden 35%, Use Atlantean Technology 45%, plus two science or engineering skills at 70%, and two at 45%.

Language Skills: German (Own) 75%,
plus one specialist language skill 50%,
and one specialist Mythos language skill 10%.

Weapons: *Walther PPK Pistol* (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Atlantean Technology d6, Investigation d8, Knowledge (Biology) d10, Knowledge (Chemistry) d10, Knowledge (History) d6, Knowledge (Mythos) d4, Knowledge (Mythos Language) d4, Knowledge (One Other Language) d6, Knowledge (Physics) d10, Notice d6, Repair d8, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Mechanically Inclined.

Equipment: *Walther PPK Pistol* (10/20/40, 2d6-1, Shots 7, Semi-Auto).

CHAPTER 6

Planes, Trains, and Things That Go Bang

The majority of the military and covert equipment likely to be needed by player characters can be found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, Chapter 8. This chapter deals, instead, with the various vehicles they are going to encounter in the course of their investigations and just how long it takes to get from A to B during wartime, as well as the weaponry and equipment that the characters are likely to stumble across when they finally get where they are going. It also covers those items used by the various nefarious forces pitted against them.

GETTING ABOUT

The Wild Blue Yonder

Most trans-continental travel during the period of the Secret War is by ship, with journeys that take days or even weeks. Air travel is faster and, in some ways, more convenient but only major or strategically-located cities have airports, some consisting of no more than simple runways with aircraft fuelling stations. Flying long distances during this period usually requires one or more refuelling stops along the way, due to the limited range of aircraft at this time. This regularly makes trips far more circuitous than they would be today.

Air travel is also prohibitively expensive, so much so that only high-ranking government officials or the very wealthy can usually afford such transportation. During the war, critical personnel and equipment are flown overseas, but the vast majority of goods, equipment, and people travel by train across country, and by ship across the seas.

Because of the lack of runways long enough to accommodate larger aircraft, transatlantic flights are made in planes designed for water landings called, appropriately enough, "flying boats". In March, 1939, Pan American Airlines makes its first transatlantic flight in a Boeing 314, nicknamed "*The Yankee Clipper*", from Botwood, New Foundland, Canada, to Foynes, Ireland, with a scheduled flight time of 29hrs. Fully loaded with passengers and limited cargo, the *Yankee Clipper* typically flies at 155mph (251km/h). In June, 1939, Pan Am begins a regular passenger service between New York and Marseilles, France. The single, one-way fare is $375, the equivalent of over $5,000 today. The following month, services began from New York to Southampton, England.

Table 3: Key Air Travel Distances

Route	Distance	
	(miles)	(kilometres)
Chicago to New York	718	1156
New York to Marseilles	3952	6361
London to Paris	235	378
Paris to Berlin	563	905
Berlin to Rome	761	1225
Rome to Cairo	1296	2096

Table 4: Key Airports

Name	City Serving	Country
Aspern Airfield	Vienna	Austria
Kbely	Prague	Czechoslovakia
Le Bourget	Paris	France
Berlin Tempelhof	Berlin	Germany
Ciampino	Rome	Italy
Anfa Airport	Casablanca	Morocco
Airport Schiphol	Amsterdam	Netherlands
Welschap	Eindhoven	Netherlands
Waalhaven	Rotterdam	Netherlands
Warsaw-Okecie Airport	Warsaw	Poland
Lisbon Portela Airport (1942)	Lisbon	Portugal
Croydon	London	UK
Newark Airport	New York/ New Jersey	USA
North Beach Airport	New York City	USA
Chicago Municipal Airport	Chicago	USA
Miami International Airport	Miami	USA
Miami Municipal Airport	Miami	USA
Mills Field Municipal Airport	San Francisco	USA

The Open Road

Travel by automobile is more likely during this time period, as cars become more affordable and the road networks improve. During the war, Germany has an excellent highway system, the *Reichsautobahnen*, which by 1945 has over 2,200 miles (3,600km) of completed roadway. Another 1,500 miles (2,400 km) is under construction when wartime shortages put a halt to the project. Useful for the rapid movement of troops within the country, it also serves as a means for those who own, or have access to, a car to get out of the city and enjoy the countryside. Even at the height of German economic expansion in the 1930s, there are few civilian cars to take advantage of this boon to the automobile. There is one drawback to the *Reichsautobahnen*, though: it has no direct connections to the cities, and is primarily a rural network. City drivers have to negotiate urban streets followed by country lanes, sometimes for hours, just to get to the highways.

Many roads within cities all over Europe and the United States are often still cobbled stone, complete with streetcar or tram tracks, and prove to be rough rides even at low speeds. Many European cities have narrow streets and lanes, most of which date back to Medieval times. Widening such thoroughfares is almost impossible due to the buildings which line them, unless massive reconstruction is undertaken. Delivery wagons and trucks parked at the kerbside can form very effective roadblocks, sometimes for hours at a time.

In the United States, the Works Progress Administration (WPA), established in 1935, employs millions of Americans in carrying out public works projects, including substantial upgrades to the country's infrastructure, not to mention numerous roads and bridges. City roads are improved to a large extent, replacing cobbled brick streets with concrete ones, along with the paving over of dirt roads.

Making Tracks

Because railway lines are extensive and ubiquitous throughout Europe and the majority of the United States, trains are the most common means of rapid land transport. While European trains do not go to every single village or hamlet, they can usually get you very close to your final destination, and every city of consequence has at least one railway station, with major cities usually having two or more. Major rail hubs exist not only in the largest cities, but also in strategic locations. Passenger trains routinely make speeds of 35mph (56 km/h), with freight trains averaging around half that, although the fastest are a mere ten to thirty percent slower.

During this time approximately eighty percent of all manufactured goods travel by train at some point between being produced and being utilised. Trains are the lynchpin of all industrial economies leading up to the war, which is what makes them such tempting targets for sabotage during the conflict. Germany, in particular, uses trains to transport goods, troops, and vehicles for rapid deployment as part of the infamous *Blitzkrieg*, making them even more vital to the war effort, a fact which the Allies exploit in bombing raids against the German railroad infrastructure.

> Major rail hubs exist not only in the largest cities, but also in strategic locations.

The standard boxcar of the time is approximately 40ft (12m) long by 10ft (3m) wide, and can accommodate approximately 50 tons of goods. Many variations exist, and specialised train cars are developed for carrying everything

Photo: Zoll – Departure of young recruits from the station, Berlin, 1937 – Bundesarchiv, Bild 183-C15446 / CC-BY-SA.

from coal to liquids to frozen foods. Typically they are made of wood with a steel frame for reinforcement; the carriage and wheels are steel, with a wooden bed for the cargo. Flatbed cars, which have existed for much longer, can carry more by stacking the goods higher, with the only limitation being the height of tunnels and bridges under which the train needs to pass. Flatbed cars are open to the elements, and thus not suited for every type of cargo, but work perfectly well for tanks, artillery pieces and cars, and so are used for the transportation of larger goods throughout the war.

Life on the Ocean Wave

Ships are not as fast as planes, but can carry far more cargo at a much lower cost, and do not need to stop to refuel anywhere near as often as their aerial competitors. In a relatively speedy passenger liner it takes up to a week to cross the Atlantic from New York to the ports of Southampton or London, but the journey is likely to be more comfortable than in the cramped conditions onboard an aircraft. Protected by destroyers and other armed escort vessels with anti-submarine weaponry, ships are arranged into large convoys which serve to minimise shipping losses, whilst also exacting a heavy toll on the German submarine fleet.

Convoy speeds are slower to allow the entire group of ships to stay together, as well as allowing time for reconnaissance of the path ahead. Cargo and troop ships, which are much slower than passenger liners, can take as long as two weeks to cross the Atlantic, averaging a speed of less than 10 knots.

Track Gauges

By the late 1930s nearly all European nations have standardised track widths, at least within a given country. The Soviet Union is a notable exception. It is entirely possible for a set of goods travelling from the European part of the Soviet Union to the Pacific Coast to have to be unloaded, shuttled some distance by wagon, and reloaded onto another train more than once because neither train can operate on the tracks of the other. This mismatch becomes a nightmare for the Soviets when trying to supply troops with desperately-needed supplies from behind the frontlines, as well as presenting a significant opportunity for the enterprising smuggler. After all, it is a relatively simple matter to insert a parcel, or even a wagonload of goods, during road transit, allowing it to disappear amongst the rest of the cargo.

CARGO SHIPS

A vast number of cargo ships are constructed specifically to ferry materials and supplies from the United States to England and the Soviet Union. Many of these, dubbed "Liberty Ships", are produced to replace British shipping losses due to German U-boat activity, and to transport vast quantities of Lend-Lease weapons and equipment to Europe. The standard model is over 440ft (134m) long, has a draft of 28ft (8.5m), and a cargo capacity of more than 10,000 tons. The Liberty Ships can manage a speed of 11 knots on the open

Table 5: Key Ports

Name	Serving	Name	Serving	Name	Serving
Alexandria	UK/Egypt	Danzig	Germany	Naples	Italy
Algiers	France/Algeria	Genoa	Italy	New York	United States
Antwerp	Belgium	Gibraltar	UK/Gibraltar	Oran	France/Algeria
Athens	Greece	UK/Hong Kong	UK/China	Rotterdam	Holland
Barcelona	Spain	Istanbul	Turkey	San Francisco	United States
Beirut	Lebanon	Kiel	Germany	Shanghai	Japan/China
Benghazi	Italy/Libya	Le Havre	France	Singapore	UK/Malaya
Bergen	Norway	Leningrad	Soviet Union	Southampton	UK
Bombay (Mumbai)	UK/India	London	UK	Sydney	Australia
Boston	United States	Lisbon	Portugal	Trieste	Italy
Bremerhaven	Germany	Lübeck	Germany	Tripoli	Italy/Libya
Calcutta	UK/India	Marseilles	France	Valletta	UK/Malta
Cape Town	UK/South Africa	Mombasa	UK/Kenya	Valencia	Spain
Casablanca	France/Morocco	Murmansk	Soviet Union	Yokohama	Japan

ocean, and can travel up to 20,000 nautical miles (23,000 miles/37,000 km) without a major refit or maintenance.

Weather plays a strong hand in determining a ship's speed. Fighting against 20ft (6m) high waves during a storm is likely to reduce forward speed to almost nil. To better manage fuel economy, most ships travel at significantly less than their top speed, often operating at half their top rate. Ships with a faster top speed do not necessarily slow down by a full half, but the assumption is a good starting point for calculating travel times.

Tramp steamers are a ubiquitous sight in major ports. Independently owned and operated, they go from cargo delivery job to the next, hoping to find a new commission once they have dropped off their current shipment. As such, the captains of these ships try to stay on good terms with harbourmasters, as such relationships are vital when attempting to find out who needs what. Tramp steamers tend to be a more anonymous way to travel, and the extra money brought in by carrying a few passengers helps to keep the ship afloat during leaner times.

Although tramp steamers vary a great deal in terms of size, cargo capacity, and the integrity of their captains and crew, a good reputation is key for the captains of these independent vessels. As a result, they are very careful to appear trustworthy to ensure that their customers speak highly of them. Unless a shipping contract is especially lucrative, and thus worth the high risk, most tramp steamers steer clear of war zones for fear of being detained, seized, or even sunk, possibly with all hands aboard.

Cargo ships typically have large, waterproof doors set in a hatch cut into the upper deck, with the cargo loaded in either by a crane in port, or by the ship's own set of winches. Loading and unloading a cargo ship is very time-consuming, and to maximise the profit from any given trip, ships tend to pack every square inch of the hold with goods. Much mail is often carried by ships such as these, though post is generally packed in a compartment separate from the cargo hold. As a rule, carrying mail is a very profitable business. It pays far better per pound than typical cargo, and is small enough not to interfere with the ship's regular cargo manifest. In a pinch, sacks of mail can be stored safely and securely in the captain's quarters, generating extra income for the ship's owners while taking up no cargo space at all.

For the right price, less scrupulous captains of cargo vessels might be induced to transport passengers or small shipments of goods off the books. These are dangerous times, when even a hint of suspicion can end with a lengthy stay in prison without any charges filed against the suspect. With this in mind, refugees, those fleeing persecution or the police, and various others, frequently attempt to use such vessels to make their way to a foreign port in search of shelter. However, some individuals seeking to flee

Table 6: Key Distances By Ship

Route	Distance		
	(miles)	(nautical miles)	(kilometres)
New York to London	3455	3003	5561
London to Gibraltar	1091	948	1756
Gibraltar to Beirut	2298	1997	3699
Gibraltar to Cape Town	5203	4520	8372
Cape Town to Calcutta	6094	5296	9808
Calcutta to Sydney	5671	4929	9128
Sydney to San Francisco	7420	6448	11941

their homelands never arrive at their destination. They may have been robbed and dumped overboard while at sea, surrendered to the authorities before the ship leaves port, or they have jumped ship somewhere else in order to more successfully disappear.

Table 5 contains a list of major shipping ports active in the 1930s. Whilst extensive, it is not a complete manifest. Many smaller ports exist, which may better serve the needs of the Keeper or the player characters by being farther from government intrusion, or perhaps closer to remote, desolate places where people have not ventured for ages.

Crossing Borders

Paranoia is running high both before and during the war, and for good reason. While crossing borders in pre-World War Two Europe is relatively simple, if time consuming, crossing national borders during the conflict, particularly if attempting to enter hostile territory, is difficult at best. Typical pre-war modes of transport are mostly off-limits to civilians. Train transport within a country is still viable, though often crowded with soldiers making their way to their muster stations.

Crossing borders without government knowledge or approval requires darkness for the best chance of success, and great care is needed to avoid well-populated areas and the greater number of military patrols you can expect there. The various resistance forces in occupied territories can generally be relied upon for assistance, but even they are not without double-agents and profiteers. Turning in a random group of foreigners to a patrol of soldiers might net the agent a good deal of money, or possibly some huge favours, if they have the right contacts. Usually these turncoats are discovered and "removed", but the use of such underground networks still takes time and careful planning.

Smuggling

Moving goods and people across guarded borders is a difficult proposition at best. Most of the time, smugglers rely on bribing or blackmailing border guards into clearing goods without inspection, and these methods generally work quite well, save for the occasional surprise inspection by visiting officials.

TUNNELS

Humans have been tunnelling for longer than recorded history. Even today, tunnels are a necessary means of transporting contraband across national borders, so it stands to reason that such is also the case during the war years.

Successful tunnelling requires an engineering skill. Shoring up tunnels properly to prevent cave-ins, avoiding areas where the soil is too loose, and steering clear of water sources and underground structures are just a few of the hazards inherent to the task in hand. Tunnelling also requires time and a great deal of manpower, particularly when those involved in this arduous task usually have to resort to hand-held tools to avoid attracting the sort of attention that more efficient, but far noisier, equipment can bring.

Unless they are being used to overcome barriers that cannot be crossed by conventional means, most tunnels are designed to allow people or goods to leave or enter a "hot" zone without detection by the authorities and to this end, they often connect to existing cave or sewer networks to hide entry and exit points.

There's been more than smugglers in some of those tunnels by the looks of things.

—Capt. Harris

MOVING ON

Military vehicles are a vitally important part of the war effort, and are also likely to be important to the characters for getting from place to place with all of their necessary equipment and supplies, depending on your campaign focus. The following section details a selection of the main land, air, and sea vehicles characters are likely to come across on their travels. Other vehicles will be described in the supplement for the theatre of war they are most associated with.

COMMON MILITARY GROUND VEHICLES

Germany

BMW R75 MOTORCYCLE

The most common German military motorcycle is the BMW R75. It is typically utilised for reconnaissance and the fast transport of messages and critical personnel to the front lines. It can be outfitted with a sidecar to carry a second passenger or a large parcel in relative comfort. During the early part of the war motorised combat units use the R75 extensively, but their use tapers off substantially after 1941.

KÜBELWAGEN

The *Kübelwagen* ("bucket car") is the ubiquitous staff car of the German army, designed by Ferdinand Porsche and built by Volkswagen. It functions well in a wide variety of light transport roles, seating five comfortably, with room for luggage in the boot.

MARDER TANK DESTROYER

The Marder Tank Destroyer is most common on the Eastern Front, but is used in all theatres in which the Germans participate. However, the vehicle has several flaws. Its light armour leaves it vulnerable even to grenades; its fixed turret can only target enemies to the front, and it has a high silhouette, making it an ideal target.

All versions have a fully open top, and in later versions the back is also exposed, leading to a low survivability rating for the crew, especially in urban combat situations. The Marder I requires a crew of five. The Marder II needs three crew, and the Marder III has a crew of four. Despite its shortcomings, the Marder II serves admirably as a more mobile version of the Pak-40 Anti-Tank Gun. Less than 700 of these vehicles see service, some of them being cobbled together from the remains of decommissioned *Panzer* IIs in 1943-44.

MERCEDES-BENZ 770K

While the *Kübelwagen* suffices as transportation for the lower ranks, senior German officers prefer to ride in style, and the *Wehrmacht* maintain a number of luxury cars for official use. The most recognisable staff car employed is the Mercedes-Benz 770, also known as the *Grosser Mercedes* (Large Mercedes) due to its stretched body and supercharged engine. Sporting a soft-top, these monsters are beyond the price range of civilians, who can only gaze in wonder as the Nazi High Command tour Berlin in their expansive passenger compartments.

OPEL BLITZ TRUCK

The Opel Blitz is one of the most reliable and widely used of the *Wehrmacht*'s transport vehicles. This model is used to carry supplies, equipment, and troops everywhere from North Africa to Stalingrad. It can carry a dozen soldiers or up to three tons of cargo.

PANZER *I*

Entering production in 1934, the *Panzerkampfwagen* I is intended as a training tank to introduce new concepts of armoured warfare to Germany's troops. It first sees combat during the Spanish Civil War, and goes on to participate in the Polish, French, North African, and Russian campaigns. Although its chassis is used as the basis for early tank destroyers and assault guns, its thin armour and lack of main cannon (being armed instead with twin machine guns) means that it is limited to anti-infantry combat. It is quickly relegated to reconnaissance roles, later to be superseded by the superior *Panzer* II.

PANZER *II*

Initially designed as a stopgap measure while larger, more powerful tanks are developed, the *Panzer* II family of tanks sees extensive combat in Europe and North Africa. Armed with a 20mm cannon, it is a marked improvement on the *Panzer* I and, with the introduction of advanced versions of the *Panzer* III and IV, the *Panzer* II soon takes over the *Panzer* I's role as a reconnaissance tank capable of getting out of trouble as quickly as it can get into it. Though production ends in 1943, the chassis of the *Panzer* II forms the basis of several self-propelled guns, such as the Wespe and Marder II. The *Panzer* II has a crew of three, consisting of commander/gunner, driver, and loader.

PANZER *III*

The *Panzer* III is designed as a medium tank intended to engage with enemy armoured units. Though initially only armed with a 37mm cannon, this is considered sufficient to penetrate the armour of most Allied armoured vehicles. After encountering the Soviet T-34, later versions are armed with 50mm cannons but, by this time, newer tanks have taken over the role of the *Panzer* III, and it is eventually turned into an infantry support tank, mounting a 75mm cannon. The *Panzer* III has a relatively large crew consisting of a commander, gunner, loader, driver, and radio operator (who also mans the bow machine guns).

> The first German tank to mount sloped armour, the Panther proves deadly in open terrain and long range combat.

PANZER *IV*

Originally intended to act as an infantry support vehicle, perhaps the most commonly-used tank in the German Army is the *Panzer* IV. The model "D" version is in service prior to the German invasion of Poland in 1939, and well over 8,000 are produced. Introduced in 1942, the model "G", also called the *Panzer* IV "Special", has vastly superior armour—including the addition of side plates to better protect the tracks—and a longer gun barrel than the Mark D. The longer barrel improves the tank's effectiveness at longer ranges. The *Panzer* IV typically has a crew of five: commander, driver, gunner, gun loader, and radio operator (who also crews the front machine gun when needed). Both models include rotating turrets. Even with the development of later *Panzer* models, the *Panzer* IV remains in service due to its reliability and the relative ease of construction

PANZER V *"PANTHER"*

Developed as a direct counter to the Russian T-34, and as a replacement for the *Panzer* III and IV, the Panther is truly a next generation vehicle, combining excellent firepower, armour, and mobility. The first German tank to mount sloped armour, the Panther proves deadly in open terrain and long range combat but, due to its relatively weak side armour, it is vulnerable in close combat and urban environments. Mounting a long 75mm cannon, the Panther is

Safety over Style

Possibly one of the most iconic images of the war is that of the tank, thundering across the landscape in pursuit of the enemy. Certainly, World War Two brings the destructive power of such mobile gun platforms to the fore, but as vehicles go, tanks are not the most efficient means of transport. They do, however, deliver a level of security and protection to their occupants unavailable from any other land conveyance. Tanks represent the cutting edge of military technology for the time, and every nation involved in the war produces their own varieties. Some are little more than armoured cars with a heavy gun, while others are state-of-the-art battle machines that are virtually unstoppable. Due to the extra weight of their armour, tanks have a prodigious rate of fuel consumption. If they have an Achilles' heel, this would be it: tanks cannot operate without gasoline, so cutting their supply line for any substantial length of time will shut down even the smallest tank unit until they can access more fuel.

All tanks, self-propelled guns, and tank destroyers require the Drive Tracked skill for successful operation. These vehicles are more complicated to drive than a simple car, and while making a skill check as one drives down a country lane is one thing, attempting to steer while being fired upon (or returning fire) is another matter altogether, and as such should be treated as a *Difficult* roll.

The Black Baron

Probably one of the most famous tank commanders of the Second World War, Michael Wittmann was a *Waffen-SS* captain, and one of Germany's greatest *Panzer* aces. Serving in the early war in France and Poland, and then on the Eastern Front (in which he served with distinction in the Battle of Kursk), by the time the Allies landed in Normandy Wittmann was an expert commander as proven by his most famous engagement.

Commanding a single *Panzer* VI "Tiger", Wittmann ambushed elements of the British 7th Armoured Division and personally destroyed 14 tanks and 14 personnel carriers, along with dozens of light vehicles, all within the space of fifteen minutes. His actions alone demonstrated the power of the Tiger tank, especially in the hands of an experienced commander. It also helped to cement the general terror among the Allies of encountering the dreaded Tiger tank, instilling in their tank crews what became known as "Tiger Fear".

Despite his brilliance, Wittmann was killed in action against British forces in August 1944.

rushed into production, and then into combat, for the Battle of Kursk, leading to numerous breakdowns and equipment failures. However, alongside the *Panzer* IV and the Tiger, it becomes integral in German armoured fighting. Its crew consists of a driver, commander, radio operator/machine-gunner, gunner, and loader.

PANZER VI *"TIGER"*

1942 sees the introduction of the fearsome Tiger I; over-engineered, expensive, and difficult to produce, the Tiger becomes one of the most feared German armoured fighting vehicles of the war. While production issues prevent it being fielded in sufficient numbers to guarantee German victory, and technical problems result in many never reaching the battlefield due to breakdowns, it is probably the most effective and dangerous tank on the battefield.

Carrying up to 120mm armour on its hulking 60 ton frame, the Tiger is all but impervious to Allied shells at long range, while its main cannon, adapted from the deadly 88mm anti-aircraft gun, can turn virtually any enemy tank into a flaming hull at equal distance. The Tiger is the first armoured vehicle to mount an electric turret, allowing it to traverse far faster than other tanks. The Tiger's state-of-the-art technology is considered top secret and the tank is fitted with a demolition charge to ensure that it does not fall into the hands of the Allies.

The drawback to the Tiger's heavy armour is that the suspension and gear box are prone to breaking down from the strain of the extra weight. The "King Tiger" (or "Tiger II") is developed late in the war; it has the benefit of even thicker, sloping armour. Fortunately for the Allies, less than 400 King Tigers are ever produced. Both the Tiger I and Tiger II require a crew of five.

STURMGESCHÜTZ *(STUG)*

The *Sturmgeschütz*, or "Assault Gun", is an armoured gun platform. Used initially as infantry support, it proves highly effective against enemy armour and, being both cheaper to produce than a tank and mechanically reliable, it becomes a staple of the German forces from 1941 onwards. The only real flaw in the design of the StuG is that it lacks a turret, so its front-facing gun has a very limited field of fire. Initially it is unclear which branch of the military will use the StuGs, as the tank corps and infantry have no resources to spare; eventually it becomes the responsibility of the artillery division. The StuG III has a crew of four.

SD. KFZ. 2

A strange combination of motorcycle and tracked vehicle, the Kettenkrad (as it is also known) is used primarily by the *Luftwaffe* to move aircraft from hangar to runway on both the North African and Eastern fronts. This vehicle is not common, but its unique design makes it highly recognizable. When free of cargo or equipment, it has a completely open back, and while capable of seating four plus the driver, it offers no protection at all for the occupants. It is only used in combat situations as a last resort.

SD. KFZ. 251

Probably one of the *Wehrmacht*'s most versatile vehicles, the Sd. Kfz. 251 is a very commonly-used, full-sized, half-tracked, armoured vehicle. Capable of hauling personnel or small loads, and able to pull artillery pieces as well, it is produced in great numbers, and is another staple of the German armed forces. It can seat up to twelve in the back, and two more in the driver's compartment.

United Kingdom

CHURCHILL MARK VII TANK

With its heavy armour and a 75mm main gun, the Churchill Mark VII is a formidable, if slow, vehicle. Numerous specialist variants are created and one, dubbed the Churchill "Crocodile", replaces its machine gun with a flamethrower to defend against close infantry attacks. The Churchill VII fields a crew of five.

M3 "STUART" LIGHT TANK

One of the items transferred to British services thanks to the Lend-Lease Act is the US M3 (Stuart) Light Tank, which proves serviceable against infantry and light vehicles, although its 37mm main gun is not up to muster versus Germany's larger, better armoured tank corps. Between the US and British Commonwealth forces over 14,000 of these tanks see service during the war. The M3 requires a crew of four to operate. Unfortunately, the M3 Light Tank and the M3 Medium Tank are both in service simultaneously, causing much confusion and leading British forces to begin naming the models after famous US generals in order to differentiate between them. An alternative, unofficial British nickname for this tank is the "Honey".

MATILDA I & II INFANTRY TANKS

The original Matilda I, designated the A11, is designed for rapid delivery when Britain finds herself at war. Constructed from many stock vehicle parts, and mounting a heavy machinegun as its only offensive weapon, the Matilda I sees action in the Battle of France where its lack of anti-tank capability relegates it to anti-infantry duties. After losing many of these tanks in the Dunkirk Evacuation, the British effectively withdraw them from service.

The Matilda II (A12) is a far superior infantry tank, clocking in at almost twice the weight of the Matilda I, and sporting significantly thicker armour, as well as being armed with a 2-pounder anti-tank gun. In the early years of the war, the Matilda II's armour proves to be virtually impervious to the 37mm and 50mm cannons fielded by the Germans, and only the larger 75mm and dreaded 88mm can penetrate its hide. However, the weight of the tank's armour, combined with its complicated and underpowered engine (derived from two bus engines), reduces its effectiveness, leaving it to crawl over even well-made roads.

Despite its failings, the Matilda II acquits itself well during the Battle of France, and in one instance sixteen Matilda IIs decimate Erwin Rommel's 7th *Panzer* Division.

UNIVERSAL CARRIER

Britain's home-grown Universal Carrier, or Bren Gun Carrier, is a tracked vehicle that comes in both open-topped and turreted versions. Well over 110,000 of these versatile armoured transport vehicles are produced from 1934 onwards. Its primary function is to act as a tractor to transport light equipment, including artillery, but it is also frequently used as a mobile machine gun platform. As a transport it can seat three. As a machine-gun platform, its seating capacity rises to four. It is also sometimes equipped with the Boys anti-tank rifle.

WILLYS JEEP

Another popular Lend-Lease vehicle is the United States Jeep. Although the origin of the name is unclear, the Jeep is one of the most reliable vehicles in the service of any nation, and is a primary light reconnaissance/spotter vehicle for both the US and the British Commonwealth. It seats four in relative comfort, and can be outfitted with a .50 calibre machine gun on a rotating post in the centre of the passenger compartment.

The United States

CCKW TRUCK

Otherwise known as the "Deuce-and-a-half" the CCKW 2.5-ton truck, along with the Jeep, is instrumental in the Allied war effort, and has been referred to as the Allies' "secret weapon". In wartime Europe, where road infrastructure is highly variable, the truck keeps the Allies supplied with the goods they need, while German forces still rely to a surprising degree on horses and carts to move supplies. This truck is the backbone of the United States forces, carrying material and men with great reliability. It can accommodate up to 2.5 tons of cargo or a dozen soldiers in the back, and up to three in the cab.

DUKW AMPHIBIOUS VEHICLE

The DUKW is a dual land/water vehicle based on the CCKW truck chassis, but with the addition of a watertight hull and a propeller. It can reach speeds of up to 50mph (80km/h) on paved roads, and can manage 5.5 knots in the water. Though lightly armoured, the DUKW is equipped with a heavy-duty bilge pump, capable of keeping the vehicle afloat even with 2" (5cm) holes below the waterline.

The DUKW is primarily used to ferry supplies from ship to shore in support of amphibious landings, as well as transporting the wounded from shore to hospital ships. It is used extensively in the Pacific, the Mediterranean during the invasion of Sicily, and during D-Day. One in four is equipped with a ring-mount for a heavy calibre machine gun. Some 2,000 are sent to Britain as part of the Lend-Lease program, with nearly 600 being sent to the Soviet Union under similar terms. With a minimum of cargo on board, the DUKW can easily carry a dozen soldiers or more.

M3 "LEE/GRANT" MEDIUM TANK

The M3 Medium Tank is an early-war tank design with several flaws. Its relatively tall silhouette makes it an easy target, and the main 75mm gun is mounted in a sponson at the front of the tank, giving it a very limited field of fire (the fully-rotating turret being given over to the less powerful 37mm gun); its armour is also only a small improvement over that of the M3 Stuart. In short, it faces several significant handicaps when squaring up to the better armed and armoured German tank corps.

Another Lend-Lease addition, and known as the M3 Lee or M3 Grant outside the United States (depending on the turret used), the British receive more than 3,600 of these vehicles, and the Soviets 1,300. The Soviets are unimpressed with the Lee's capabilities, nicknaming it "A Coffin for Seven Brothers".

M4 "SHERMAN" TANK

The Sherman Tank is the workhorse of the United States Army. Produced in many variations throughout the war, early Shermans are outclassed by nearly everything the Germans have to offer. Later variants include better armour and firepower, and thankfully hold their own. More than 55,000 Shermans are produced between 1942 and 1945, a number that surpasses the total tank production for the *Wehrmacht* across all models and styles. The Shermans require a crew of five, including driver, gunner, commander, loader, and co-driver.

M5 HALF-TRACK

The Half-Track is produced in large numbers, with 43,000 seeing service during the war. The M5 is the most famous variant, and is supplied to both the British and Soviet forces as part of the Lend-Lease agreement. It is a versatile vehicle, functioning as a troop transport and an artillery tow, as well as, in a pinch, hauling a ton or more of cargo. It is lightly armoured and can mount a .50 calibre machine gun behind the driver's compartment.

> In wartime Europe, where road infrastructure is highly variable, the CCKW trucks keep the Allies supplied with the goods they need.

M10 TANK DESTROYER

More than 6,000 of the M10 Tank Destroyer and its M10A1 variant are produced by Ford and General Motors between 1942 and 1943. The design proves so reliable that most are still in service late in the war. Sacrificing defensive armour for greater speed and manoeuvrability, the M10 is equipped with a 3" gun set in an open-topped turret. Built using the M4 Sherman chassis, but with sloping armour, its speed allows it to outflank the heavier tanks of the German *Wehrmacht*, and even to stay ahead of the German tanks' gun rotation rate, thereby avoiding enemy fire that can pierce the M10's thin hull. The M10's crew of five includes a driver, commander, and three to serve the gun.

M18 TANK DESTROYER

The M18 "Hellcat" Tank Destroyer is another vehicle that sacrifices armour for speed. Like the M10, the M18's 1-inch-thick armour plating is easily pierced by enemy firepower. Its speed and ability to change direction more quickly than most tanks means that the M18 is surprisingly successful in its role, avoiding most direct hits thanks to its nimble design and powerful Buick engine. Carrying as many as 45 shells for the vehicle's 76mm gun, the M18 can reach speeds of up to 60 mph (96km/h). Thanks to the M18's air cooled engine, which draws air through the crew compartment, the crew of five find the M18 uncomfortably cold during the Northern European winters. Like the Sherman, the crew of the M18 includes the commander, driver, gunner, loader, and co-driver.

AIRCRAFT

Germany

DFS-230 GLIDER

The DFS-230 is the glider used by the infamous *Fallschirmjäger* troops for landing undetected behind enemy lines. With a 2,650lbs (1,200 kg) capacity and room for nine people, the DFS-230 is perfect for small operations requiring the stealthy insertion of specialist teams. First developed in 1933, this glider has to be towed by another plane until close to the landing site. Take-offs without the presence of another tow plane are next to impossible, making flights in the DFS-230 one-way trips.

FIESELER FI 156 "STORCH"

As a reconnaissance vehicle, ambulance, or personal transport, the Fieseler Fi 156 *Storch* (Stork) excels itself. This lightweight, two-person plane can land on very short runways thanks to its extremely low stalling speed of 32mph (50km/h). Perhaps most famously, the *Storch* is used by German Commandos in September 1943 to spirit Benito Mussolini out of captivity in the northern Italian mountain retreat where he is being held under house arrest (p.XX). The plane also features innovative shock absorbers on the landing gear, making it ideal for landing on rough terrain. The Fi 156 can only reach speeds of 109mph (175km/h), meaning it is less than ideal for fleeing from determined air pursuit.

FOCKE-WULF 190

The Focke-Wulf 190 series is produced in relatively large numbers. Variations of this fighter aircraft are also equipped with a small payload of bombs to add versatility to the plane's mode of attack, and some 20,000 planes across several models are in service from August 1941. Capable of operating at altitudes above 30,000ft (9000m) these craft can reach a top speed of 400mph (640km/h) with a range of up to 495 miles (800km). With the addition of bombs, the Focke-Wulf 190 loses some speed and about twenty percent of its range. With two 20mm cannon, a bomb capacity of around 2,700lbs (1,200kg), and twin 13mm and 20mm machine guns, the Focke-Wulf 190 series is a solid combat aircraft which, in skilled hands, can wreak devastation on enemy targets. Along with the Messerschmitt Bf-109, the Focke-Wulf 190 is the backbone of the *Luftwaffe*'s attack arm.

Rolling Those Bones

When you look at the Vehicles Tables on pp.134-139 to check for a plane's payload damage, you will notice that torpedoes and bombs have their damage marked as "Special". We thought long and hard about providing you with the exact number of damage dice for each type of bomb but, as we discussed in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, munitions that big either pretty much destroy their target or they don't.

So once again, we advise that you treat the damage caused by such massively powerful explosives cinematically. If a bomb scores a direct hit on a building, does it serve the plot for it to fall down completely? Or is it better for part of it to survive, ready for the investigators to risk their lives searching for some vital component or person that was housed there? Hopefully treating explosive damage in this way will stop your adventure getting bogged down by rolling huge numbers of dice, and help to maintain the tension by keeping the action barelling along nicely.

Of course, there are certain Mythos creatures that can stand up to the sort of destruction dished out by really big bombs. For more information on large-scale Cthulhoid combat and just what effect these weapons can have, see *Achtung! Cthulhu: Terrors of the Secret War*.

JUNKERS JU-52

The Junkers Ju-52 is a transport/cargo plane at the forefront of the Third *Reich*'s air transport plans. Highly versatile, it can be used to transport cargo and troops, carry out parachute drops, and airlift the wounded out of near-combat zones. Initial designs have only one engine, but later models have as many as three, giving the plane extra power and range. The Ju-52 is armed with four 7.92mm machine guns, one on the upper fuselage facing to the rear. The Ju-52 can carry up to eighteen fully equipped soldiers, twelve stretchers, or over 13,000lbs (6,000kg) of cargo.

JUNKERS JU-87

The Ju-87 or Stuka (from the word Sturzkampfflugzeug, meaning "dive bomber") is most infamous for the distinctive wailing of its "Jericho Trumpets" as it drops towards its target. Designed to shatter morale, the propeller driven sirens (fitted to the leading edge of its wings) are actually removed later in the war as the psychological impact wanes; that, and the fact that the devices actually bleed ten to twenty miles per hour from the airspeed of the craft (although some of the ordnance is designed to produce a similar whistle on release).

Featuring front and rear facing machine guns, gull wings, and automatic pull-up dive breaks (to ensure recovery from the dive even if the pilot blacks out), the Ju-87 can reach a top speed of 255mph (410 km/h), has a range of 510 miles (821km), and can carry a payload of up to 4000lbs (1,800kg).

Around 6,500 Ju-87 are produced between 1936 and 1944.

JUNKERS JU-88

Originally designed as a high speed bomber, and plagued by technical problems during development, the Ju-88 becomes one of Germany's most versatile aircraft and earning it the nickname "The Maid of Work". It is able to fulfil the role of heavy fighter, night fighter, reconnaissance aircraft, bomber, dive bomber, torpedo bomber and even flying bomb (towards the end of the war).

More than 16,000 Ju-88 variants are cranked out by German industry from 1936 to 1945, and after a long and involved design process, the final design of this plane remains largely unchanged throughout the war years.

The twin engines of the Ju-88 can deliver a top speed of between 300-400mph (480-640km/h, depending on the model), with a range of over 1,200 miles (1,900km). Ju-88 bombers can carry as much as 7,900lbs (3,500kg) of explosives. The Ju-88 includes up to seven 7.9mm machine guns, with two facing the rear, and one each above and below the cockpit.

MESSERSCHMITT BF-109

The Messerschmitt Bf-109 and the Focke-Wulf-190 are the twin backbones of the *Luftwaffe*'s fighting arm. One of the most advanced fighters of its time, the Bf-109 features innovations such as a retractable landing gear and a closed cockpit canopy, as well as a top speed of 350-400mph (560-640km/h). The range for this aircraft varies from 450 to over 500 miles (720-800km) on a single tank of fuel. Cutting its teeth between 1937 and 1939 during the

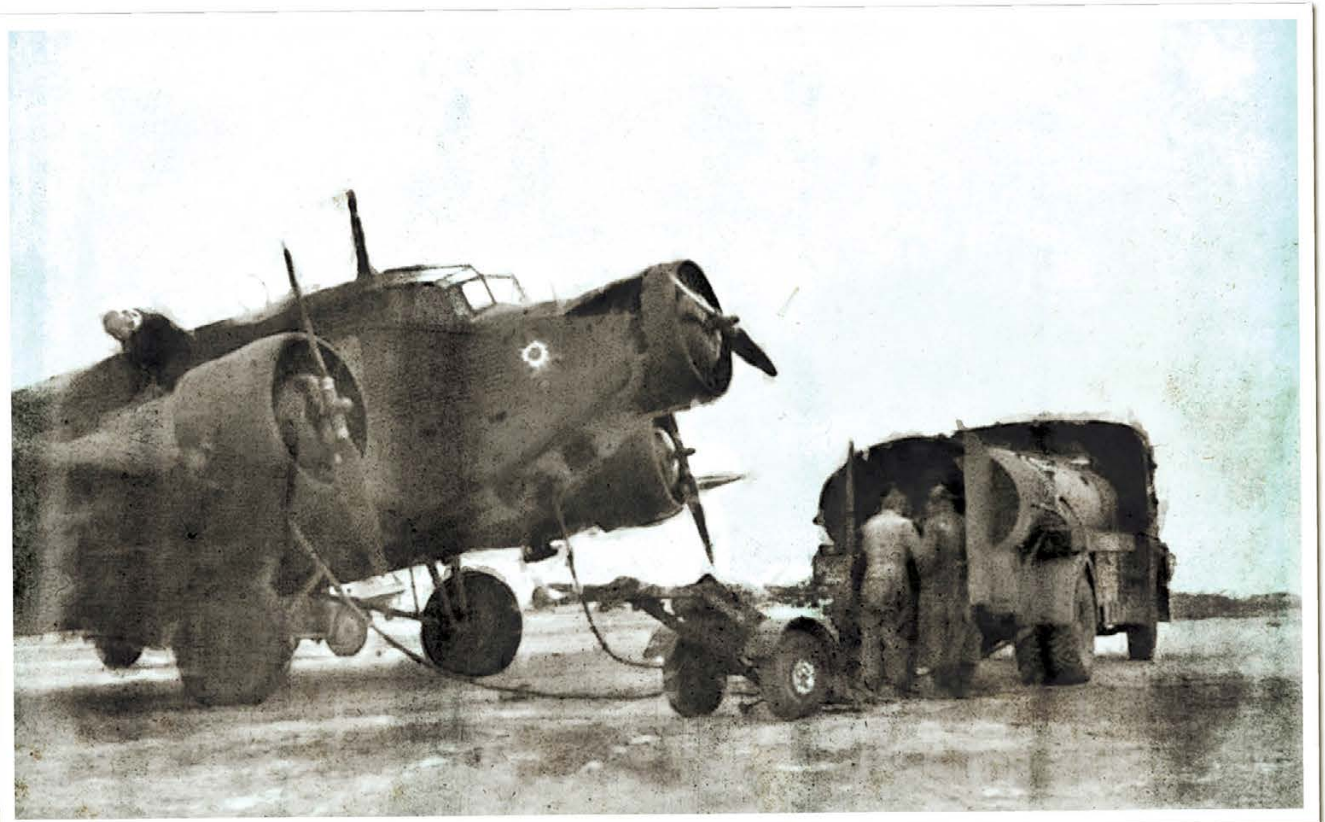


Photo: Pfeiffer — Junkers Ju 52, 1943 — Bundesarchiv, Bild 101I-330-3017-15 / Pfeiffer / CC-BY-SA.

Spanish Civil War, the Bf-109 is continually upgraded and developed until the last production run in April 1945. For weaponry, the Bf-109 sports two 20mm cannon and two 7.9mm machine guns.

MESSERSCHMITT ME-262

Beginning active service in 1944, the Messerschmitt Me-262 is a design ahead of its time. Jet-propelled, the Me-262 can reach speeds of over 500mph (800km/h), making it easily the fastest thing in the air. They are far from invincible, however, and despite their great speed they can still be shot down by more conventional aircraft. The jet engines have a functional life of roughly twenty-five flight hours before burning out and needing to be replaced. The Me-262's chief weapons are surprise and the electrifying rate at which they can enter combat, engage the enemy, and break away again. In a straight run nothing can catch them, and they are quickly out of the firing range of pursuers. The Me-262 uses up its fuel in just over an hour at top speed and has a range of just over 600 miles (950km). It has four 30mm cannons in the nose, and carries twenty-four unguided, air-to-air missiles under its wings.

United Kingdom

AIRSPEED AS.51 "HORSA"

The Airspeed AS.51 Horsa is designed to meet Britain's need for a troop-carrying glider for covert operations. With seating for up to thirty troopers plus two crew and a full cargo capability of more than 15,000lbs (6,800kg), the Horsa is superior to the US's Waco CG-4A thanks to its greater carrying capacity, and is a vast improvement over previous gliders. Despite needing to be towed most of the way to its destination, the Horsa can achieve speeds of up to 100mph (160km/h) while gliding. Introduced into service in 1941, the Horsa sees its first action in November 1942 during an unsuccessful attack against a Norwegian installation producing heavy water for the Third *Reich*'s nuclear weapons program. Over 3,600 Horsas have been built by 1945.

AVRO LANCASTER

It is not until 1942 that the Avro Lancaster medium bomber begins service, but its impact on the British war effort is undeniable. Flying 156,000 sorties and dropping over 608,000 tons of bombs, the Lancaster is considered, even by many German pilots, to be the best night-bomber of the war. Its legendary status among the British is finally cemented by their use during the "Dam-Buster" raids of Operation Chastise in 1943. Due to the design of its bomb bay the Lancaster, under normal operating conditions, can carry a maximum bomb load of 14,000lbs (6,350kg), but can be modified to accommodate a single massive 22,000lb (9,980kg) Grand Slam bomb. The type of ordinance carried by the Lancaster varies depending on the nature of the bombing raid, and multiple types and sizes of bomb can be dropped simultaneously. The "usual" load for a Lancaster is included in the Vehicle Tables on pp.137-139.

DE HAVILLAND MOSQUITO

Probably one of Britain's most versatile aircraft and, when it enters production in 1941, it is one of the fastest aircraft in the world. It also holds the distinction of being one of the few operational frontline aircraft to be constructed entirely of wood, considerably lightening the airframe. Originally designed to be an unarmed fast bomber, its versatility and reliability sees it adapted for numerous other roles, including high-altitude bombing, fighter interception, maritime attack, path-finding (for RAF bomber missions), and fast photo-reconnaissance. The latter it performs alongside the Spitfire, flying at low altitude along the French coastline as part of the drive to identify landing zones for the Normandy invasion.

The Lancaster is considered,
even by many Germans, to be the best
night-bomber of the war.

Though slow in comparison to later aircraft of the war, the Mosquito is powered by two wing-mounted Rolls-Royce Merlin engines and is capable of reaching speeds over 360mph (580km/h). Its ceiling of 29,000ft (8,840m) puts it far above most enemy fighter threats. The aircraft is armed with four 20mm cannons mounted in the fuselage alongside four Browning machineguns in the nose when configured as a fighter. As a bomber, it can carry up to 4,000lbs (1,800kg) of ordnance.

FAIREY SWORDFISH

By 1939, the Fairey Swordfish already has a long and distinguished service record. First introduced in 1936, the Swordfish is classified as a "torpedo-bomber", and can carry up to 1,500lbs (680kg) of bombs or one 18" (46cm) torpedo. With twin .303-calibre machine guns, the Swordfish isn't defenceless, but with a top speed of only 140mph (225km/h) at sea level, she is an easy target for fighter planes. Typical torpedo-bomber tactics are for a wave of fighters to distract and engage enemy planes, while the Swordfish sneaks in low and slow, dropping the torpedo approximately 1,000 yards (900m) from the enemy ship from an altitude of around 20ft (6m) above sea level.

With a maximum range of 1,000 miles (1,600km), this little biplane cannot go far on its own, but still manages to serve with distinction throughout the war in Europe. One of the Swordfish's machine guns is forward-facing and fixed, while the second is mounted behind the rear cockpit and has an abaft arc of fire.

GLOSTER METEOR

The Meteor holds the distinction of being the Allies' first operational jet fighter, powered by Frank Whittle's revolutionary turbo-jet engine. First seeing service in 1944, the Meteor is initially deployed to counter the German V1 bomb threat, successfully destroying fourteen of these weapons in mid-air. Operating as a fighter aircraft, the Meteor is faster than the Messerschmitt Me-262, and its greater range, manoeuvrability, and maximum altitude make it more than a match for the German jet. However, due to Allied fears that the Germans might salvage the Meteor should it be shot down, they are prohibited from flying over German airspace until early 1945. It is armed with four 20mm cannons, with the option of up to sixteen 3" (7.6cm) rockets mounted under its wings.

HAWKER HURRICANE

First introduced in 1937, the Hawker Hurricane is a highly dependable plane that sees service in all theatres of the war, and reportedly accounts for sixty percent of the casualties inflicted by the British during the Battle of Britain. Its best speed is not top of the line—310mph (500km/h) for the Mark I model—though its range of 500+ miles (800+ km) is respectable.

The Mark II model is a distinct improvement. Introduced slightly later than the Mark I, and revamped in 1940, it has a marginally improved top speed, but the range has nearly doubled to 900+ miles (1500+ km). The weapons load, designed primarily for ground attack, is streamlined to two 40mm cannon in underwing pods, and two 7.7mm machine guns in the wings. Later variants incorporate bombing capability, rockets, and more wing-mounted machine guns. Utilised throughout the Commonwealth, it is not uncommon to find Hawker Hurricanes in the air forces of New Zealand, Canada, India, and even Finland.

HAWKER TYPHOON

Excelling as a low-altitude interceptor, the Hawker Typhoon is initially beset with design flaws. Intended to replace the Hawker Hurricane, it never lives up to that challenge, yet in 1942 the design is modified in the field to accommodate first bombs and then also rockets, enabling it to become a highly successful ground attack aircraft. Armaments include four 20mm cannons and a payload of either 2,000lbs (900kg) of bombs or eight 3" rockets. With a best range of nearly 1,000 miles (1600km) and a top speed of 410mph (660km/h), the Hawker Typhoon overcomes its initial difficulties to become an important weapon against the *Luftwaffe*.

SUPERMARINE SPITFIRE

The most iconic plane in the RAF's arsenal, the Supermarine Spitfire is the only British fighter plane in continuous production throughout the war. Planes in the initial production run are fitted with eight .303-calibre machine guns, although subsequent production exchanges half of these for two 20mm cannons. Spitfires have a lower attrition rate than the Hurricanes, and are viewed by the public as the premiere fighting aircraft of the RAF. In reality, the Spitfires suffer from flaws at higher altitudes, making them generally inferior to the Messerschmitt Bf-109s they face. The Spitfires serve in multiple roles, including acting as carrier-based fighters, reconnaissance craft, fighter-bombers, and interceptors. More than 20,000 of these superb machines are built.

WESTLAND LYSANDER

Originally designed as an Army observation and liaison aircraft for the purpose of carrying messages, transporting personnel, and artillery spotting, the Lysander is staring retirement in the face after its main roles become obsolete. However, the aircraft's ability to take off over short distances coupled with its rugged design enable it to launch from unprepared terrain, making it the ideal transport vehicle for clandestine missions. In 1941, No 138 Squadron (Special Duties) is formed to provide dedicated support for SOE contact with the French Resistance.

While other aircraft are used for supply drops, the Lysander is used extensively to insert agents into occupied territory. The aircraft are modified to include a fixed ladder on their port sides allowing rapid access to the rear cockpit area, along with drop fuel tanks to extend their range. Painted matte black to camouflage them in their primarily night missions, the Lysander is equipped to carry only one passenger in the rear cockpit, though in emergencies up to three people can squeeze into the passenger area, though without any equipment they may have been carrying.

The Lysander can be armed if required, carrying two forward firing .303 Browning machineguns in its wheel fairings, along with two Lewis guns for the rear passenger, though in practice these are dispensed with to lighten the aircraft on clandestine missions.

Tracers

It is common practice to load fighter aircraft guns so that every fifth round of ammunition is a tracer round to assist with aiming. However, at long range tracer rounds perform very differently to standard ammunition, meaning that if your tracer rounds are actually hitting a target, then it is likely that the other four rounds fired will miss, while conveniently telling your enemy that they are under fire and from which direction.

Even worse is the practice of loading a string of tracers at the end of a belt to tell you that your ammunition is about to run out, and of course informing your enemy of exactly the same thing. Unsurprisingly, units that stop using tracer rounds find their success rates nearly double and that losses decrease dramatically.

As the old Army adage goes: "Tracers work both ways".

WHITLEY MARK V

First introduced in 1937, the A.W.38 Whitley, or Whitley Mark V is, at the outbreak of hostilities, one of Britain's front-line bombers. Soon replaced by superior designs, it finds itself relegated to reconnaissance missions, towing gliders, and cargo transport. With a crew of five, the Mark V can achieve a top speed of 230mph (370 km/h) and can carry more than 14,000lbs (6,350kg) of cargo. For armaments it carries a .303 Vickers machine gun in a nose turret, and four .303 Browning machine guns in its tail turret. As a bomber, it can carry twelve 250lb (113kg) bombs and two 500lb (226kg) bombs, and can carry single bombs as heavy as 2,000lbs (900kg) when necessary.

United States

DOUGLAS C-47 "DAKOTA"

The Douglas C-47 Skytrain, RAF designation "Dakota", is a cargo plane pressed into wartime service. Based on the design of the more conventional DC-3 aircraft, the C-47 is modified to include a reinforced floor inside the fuselage and a larger-sized cargo door with a hoist attachment. It is primarily used to transport cargo and passengers, though it is also used in parachute training exercises (as well as a few actual drops), and for towing gliders. Its twin 1,200hp engines can deliver speeds of over 200mph (320km/h), and it has a range of approximately 1,600 miles (2,500km) one-way. Its sister craft, the Douglas C-53 Skytrooper, is more commonly used for parachute drops, and also serves as a towing vehicle for glider launches. Both models have a crew of four: pilot, co-pilot, navigator, and radio operator. The plane can also carry twenty-eight passengers and a three-ton payload. Over 10,000 C-47s are built, more than half of those between 1943-45.

GRUMMAN AVENGER

The main torpedo-bomber of the US Fleet is the Grumman Avenger. In service from 1942 onwards, the Avenger has a top speed of 250mph (400km/h) at sea level, and typically carries one torpedo of up to 2,200lbs (997kg). The Avenger's single bomb bay can alternatively hold a single 2,000lb (900kg) bomb, or up to four 500lb (226kg) bombs. Nearly 10,000 Avengers see service throughout the war, including many sold to Britain under the Lend-Lease program.

LOCKHEED P-38

The distinctive silhouette of the Lockheed P-38 Lightning makes it easy to identify. Its twin booms each house an engine, and although the plane's ability to roll is sluggish (making it ill-suited for dog-fighting), it excels at ground attack, dive-bombing, and long-range escort duties. It can handle altitudes close to 40,000ft (12,000m) without problem. Surprisingly quiet for a fighter plane, the P-38 carries a 20mm cannon and four 1/2" machine guns. Earlier models can carry up to 2,000lbs (900kg) of bombs, with later versions carrying 3,200lbs (1450kg). Improvements are also

Photo: Richard Muck – Junkers Ju 52, Russia, 1943 –
Bundesarchiv, Bild 101I-700-0256-38 / Muck, Richard / CC-BY-SA.

made with regards to the aircraft's speed, increasing from an initial 350mph (560km/h) to 410mph (660km/h), and in maximum range from 1,400 miles (2,250km) to over 2,200 miles (3,500km).

P-51 MUSTANG

The P-51 Mustang is probably the best known United States aircraft in operation during the war. More than 15,000 of these fighters see service between 1941 and 1943, and the improved engines of the B, C, and D models remove the altitude limitations of the initial design specifications. With four 1/2" machine guns (six in the P-51D) it has decent firepower, and can also carry up to 2,000lbs (900kg) of bombs or six 5" rockets. It has a good top speed of 440mph (700km/h), and the effective range of over 2,000 miles (3,200km) places it in the top tier. This fighter mostly sees action in the Europe and North African theatres, primarily as a fighter-bomber, but also as a bomber escort.

WACO CG-4A

The Waco CG-4A, RAF designation "Hadrian", is a glider specifically designed for clandestine parachute drops behind enemy lines, based on the early-war successes of Germany's *Fallschirmjäger*. The Waco CG-4A seats thirteen, or can carry an item as large as a Jeep or a 75mm howitzer for troop support. Being a glider, there is no provision made for the return trip, so the personnel dropped need to find their own way back across the front. Almost 14,000 Waco Cg-4As are delivered by the Waco Aircraft Company.

MILITARY VESSELS

Aircraft Carriers

By the start of World War Two, the Japanese, British, and American naval fleets all have a number of aircraft carriers, with the Americans and Japanese at that time having the most experience in their effective deployment. Curiously, Germany has no aircraft carriers and never will; *Reichsmarschall* Hermann Göring is jealously protective of his power as commander of the *Luftwaffe*, and wants nothing that will dilute or interfere with that authority. Consequently, he quite literally sabotages and impedes the development of Germany's first aircraft carrier, the KMS *Graf Zeppelin*, until it is finally scrapped in 1943. Although technically launched in 1938, the *Graf Zeppelin* is never more than eighty percent completed. Possibly due to Göring's meddling, the project to produce aircraft carriers never has Adolf Hitler's full support. Armchair historians the world over have pondered for years how things might have been different if the Graf Zeppelin (and several other carriers Germany commissioned but never built) had been completed.

> An aircraft carrier never travels without an escort of cruisers, and even battleships, to protect them from the enemy fleet.

Aircraft carriers are enormous vessels, some capable of launching as many as 100 planes. It takes a number of direct torpedo hits to sink such a craft, although disabling the flight deck can be achieved with a single, well-placed bomb. In light of this, aircraft carriers have significant defences, in the form of anti-aircraft guns, to keep enemy planes at bay. An aircraft carrier never travels without an escort of cruisers, and even battleships, to protect them from the enemy fleet. Air raids and the support of amphibious landings are the carriers' main tasks during the war; jobs at which they are perfectly capable. Aircraft strategy is still in its infancy during World War Two, but advances in tactics and weaponry, like plane-dropped guided bombs, see carriers rise to become the pre-eminent vessels of navies.

Battleships

The massive armoured dreadnoughts of the early 20th Century are still a vital part of the power of the premiere navies but, as predicted by US General Billy Mitchell, with the advent of the aircraft carrier their time is drawing to a close. While the damage done by a battleship can be tremendous, the damage meted out by a carrier's worth of planes is equally terrible, and the multitude of smaller targets versus the single, large target makes the battleship obsolete as the war lumbers towards its final days.

Even so, at the outbreak of the war, battleships are still the capital ships of the line, and are the lynchpin of naval military strategy. With an armoured belt up to 16" (40cm) thick at the waterline, battleships are unlikely to be sunk by a single torpedo, though they are vulnerable to sustained torpedo attacks.

Cruisers

Cruisers, as a class, are intended to operate independently of fleet support, acting as scouts, enforcing naval blockades, and shadowing larger enemy ships to help the rest of the fleet locate them. Cruisers are designed to have long range capability for such extended operations at sea.

Light cruisers are typically used to protect aircraft carriers, battleships, and convoys from air attacks. Besides twelve to fifteen 6" guns, they tend to field a large number of anti-aircraft weapons and are sometimes equipped with torpedoes, although that particular practice is in decline by the beginning of the war as cruisers are built more to concentrate on repelling air attacks.

Like light cruisers, heavy cruisers are built to serve as protection for more specialised ships, and favour anti-aircraft guns rather than focusing on surface combat against other vessels. A heavy cruiser's eight to nine 8" guns can certainly hold their own against similar-sized or smaller craft, and their armoured hull and decks can repel all but the largest incoming shells for some time.

Destroyers

Convoy and fleet escorts, minelayers, patrol ships, and sub hunters: destroyers perform well in a variety of roles during World War Two. They are popular because of their versatility, as well as being cheaper and faster to build than battleships, carriers, and cruisers, making them more accessible for nations with smaller military budgets. A destroyer's armaments include a number of 5" main guns, anti-aircraft guns, torpedo tubes, mine-laying equipment, and depth charges.

Destroyers are most commonly used to protect battleships and carriers, running interference to allow the larger ships to reach optimal attack range without suffering serious damage. However, with the development of more effective submarine tactics and better, more deadly aircraft, destroyers become little more than large targets themselves. This leads to the large destroyer being phased out in favour of smaller, cheaper warships specifically designed as anti-submarine vessels. Called corvettes or frigates by the Royal Navy, and destroyer escorts by the US Navy, these vessels become the workhorses of their respective navies in the late-war period.

PT Boats (US)

PT Boats are small vessels with a torpedo tube attached. They typically carry two to four torpedoes, and are utilised early in the war to sink larger ships with a minimum of risk and expense. As carrier groups become more standard, PT boats are neutralised by patrolling aircraft, who are able to damage or destroy these small craft before they can approach the target.

Based on the hull design of racing boats, and with a top speed of 35-40 knots, the PT boat can easily keep up with larger ships, but the smaller fuel tanks and lack of supplies mean that the PT boat is designed only for short-range, brief duration missions. Besides the torpedo tube, PT boats also carry a small number of depth charges, as well as twin 50-cal machine guns (later 20mm cannon) for defence against air attack and for trading small arms fire with other vessels.

The majority of American PT boats are deployed in the Pacific Theatre. The British (who call them Motor Torpedo Boats) and the Italians use them with great success in the early years of the war, particularly in the Mediterranean.

E Boats (German)

Officially named the S-Boot (*Schnellboot* or "fast boat") but designated the E-Boat by the British, these craft are fast attack vessels capable of cruising at up to 50 knots. Its wooden hull allows the crossing of magnetic minefields and, with a range of around 700 nautical miles, these vessels are used extensively to patrol the Baltic Sea and the English Channel. Armed with two torpedo tubes, four torpedoes, one twin 20mm cannon, a single 20mm cannon, and one 37mm anti-aircraft gun, E-Boats are an ever present threat to Allied shipping, being responsible for the sinking over 100 merchant vessels, as well as several dozen small warships.

During the Allied crossing of the English Channel for the opening of Operation Overlord, the first German naval vessels to encounter the fleet are E-Boats which, when confronted with the entire invasion force, make the sensible decision to fire their torpedoes at maximum range before fleeing for the port of Cherbourg.

Due to their relatively shallow draft these vessels are able to navigate the mouths of deeper rivers, making them invaluable for clandestine missions in coastal areas, and they are often engaged for this use by the *Abwehr*. Royal Navy vessels constantly patrol the coastal waters of Britain, but the speed and agility of the E-Boat is perfect for slipping through to disembark agents on the quieter reaches of the East Coast. With a crew of between twenty-four and thirty men, attempting to storm one of these boats is suicidal without significant backup, though a surprise attack under the right conditions may prove successful if investigators plan it well.

Midget Submarines (German)

Germany develops a number of midget submarines, such as the *Seehund* class, which originates after the *Kriegsmarine* salvage two British X Class submarines that had been used in an attempt to sink the battleship *Tirpitz*. Designed as a two man vessel, the *Seehund*'s mere 40ft (12m) length means that current Allied detection systems such as ASDIC cannot get a return from her hull and this, combined with her quiet running, make her almost invisible to hydrophone detection.

Though *Seehunde* are deployed in the English Channel and successfully sink eight ships, their use is too little, too late. However, in 1945 the *Seehunde* are launched on a special mission, to bring food supplies to the isolated German garrison at Dunkirk, carrying them in special containers (nicknamed "butter torpedoes") instead of real ordnance, and returning with containers full of mail from the garrison.

Armed with two torpedoes, these vessels can conceivably wreak havoc under the right conditions, but their potential as stealthy couriers and transports remains far more intriguing.

Submarines

Submarines of the period spend as much as ninety percent of their time travelling on the surface, as running underwater requires the use of electric motors and, therefore, batteries, which have a limited power reserve. The main engines of the submarine are diesel-powered, and can manage over 20 knots

Underwater Menace

Depth charges are a significant danger to submarines, but rarely a direct one. They are basically large bombs activated by water pressure fuses, designed to detonate at a pre-selected depth and generate a shockwave that can pop rivets and welds in the submarine's hull. This leads to leaks, forcing the sub to either sink or to surface. These high explosives are also heavy, requiring specialised devices to drop the 2,000+ lb (900+ kg) charges into the water.

Depth charges are imprecise weapons at best. Until late in the war, most ships have to drop depth charges from the rear of the ship as they pass directly over the sub, but there is a catch: at the exact moment the ship is over the submarine, sonar contact is lost, giving their quarry a chance to escape. Most submarines suffer damage from depth charges after an extended barrage of the devices, and sinking or damaging a sub with a single device is virtually unheard of.

A depth charge needs to explode within approximately 15ft (4.5m) of the sub to do any real damage to the vessel's hull, which is , after all, designed to withstand the intense, crushing pressures of the ocean. Where depth charges are particularly effective is in flushing out submarines hiding on the bottom in shallow water, a fairly standard tactic used by submariners to avoid sonar detection. By systematically dropping the explosives, a destroyer or anti-sub task force can force the sub to either run or be sunk in place with all hands.

The combination of better delivery systems (including the introduction of aircraft deployment) and more experienced crews means that late war submarines suffer huge casualties as a result of depth charges.

at the surface. The electric motors can only manage speeds of 9 knots submerged, and can operate underwater for up to 48hrs while maintaining a speed of 2 knots.

Essentially, submarines of this period function much like any other boat, except with the capability to submerge for short periods of time to engage in surprise attacks. Submarines can last for seventy-five days while on patrol without refitting with fresh supplies and ammunition, and they typically carry a maximum of twenty-four torpedoes at any one time. Submarines are often used to deliver key covert personnel, such as saboteurs, spies, and commandos, close to shore for high-priority missions.

Because of the demands of patrol missions, every square inch of the sub is utilised. Bunks are situated on top of torpedoes both fore and aft, and the showers can be unusable for as much as a week or more after launch, as they are typically filled with foodstuffs and cannot be used until one, or more, are emptied.

The primary weapon of the submarine is the torpedo, fired from pressurised tubes at the fore and aft of the vessel. These self-propelled bombs detonate on contact with a solid object and are also used by more conventional ships, and even dropped by planes, as different means to the same end: sinking or disabling enemy vessels.

The French Resistance have reported some disturbing activity around the U-boat pens in recent days. Send A.D. to check it out.

A.T.

Cth

Table 7: Allied and Axis Vehicles

SUPPORT VEHICLES

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel.
BMW R75	Germany	5	—	—	1	0	15 (20 w/ sidecar)	16	×8
Kübelwagon	Germany	4	—	—	1+3	0	25	4	×3
M-B 770K	Germany	8	—	—	1+3	0	25	4	×3
Opel Blitz	Germany	4	—	—	1+20	0	40	-6	×1
Sd.Kfz.2	Germany	3	—	—	1	0	20	-2	×3
Sd.Kfz.251	Germany	3	—	—	1+10	2	50	0	×2
Universal Carrier	Britain	2	None .303 machine gun Boys anti-tank rifle	0 2D6+4 2D6+4	1+3	1	35	4	×2
Willys Jeep	Britain/US	5	—	—	1+4	0	25	10	×3
CCKW truck	US	3	—	—	1+20	0	50	-6	×1
DUKW (land)	US	4	—	—	2+25	2	30	-2	×1
DUKW (water)	US	1	—	—	2+25	2	30	-2	×1
Half-Track	US	3	—	—	1+10	2	50	-4	×2

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SUPPORT VEHICLES

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
BMW R75	20/36	5 (1)	1	—	—	—
Kübelwagon	10/40	7 (1)	1+3	—	—	—
M-B 770K	15/50	6 (1)	1+3	—	—	—
Opel Blitz	10/25	12 (1)	1+20	—	—	—
Sd.Kfz.2	5/12	6 (2)	1	—	—	—
Sd.Kfz.251	5/15	14 / 9/ 9 (2/1/1)	1+10	Heavy Armor, Halftrack.	—	—
Universal Carrier	5/10	14/ 9/ 9 (2/1/1)	1+3	Heavy Armor, Tracked.	—	—
Willys Jeep	10/40	7 (1)	1+4	—	—	—
CCKW Truck	10/25	12 (1)	1+20	—	—	—
DUKW (Land)	5/10	14/14/11 (4/4/1)	2+25	—	—	—
DUKW (Water)	2.5/3	14/14/11 (4/4/1)	2+25	—	—	—
Half-Track	5/15	14 / 9/ 9 (2/1/1)	1+10	Heavy Armor, Halftrack.	.303 machine gun (3,000 rounds)	40/80/160, 2d8+1, Rof 3, AP 2, Auto

Cth

TANKS, GERMAN

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel.
Panzer I	Germany	3	2× 7.92mm machine guns	2D6+4	2	4/4/4/4	20	1	×2
Panzer II	Germany	3	20mm gun 7.92mm machine gun	3D6 2D6+4	3	5/5/5/5	30	1	×2
Panzer III	Germany	2	50mm gun 2× 7.92mm machine guns	8D6 2D6+4	5	8/6/6/6	40	1	×2
Panzer IV	Germany	2	75mm gun 2× 7.92mm machine guns	10D6 2D6+4	5	10/10/10/20	50	0	×2
Panzer V (Panther)	Germany	3	75mm gun 2× 7.92mm machine guns	10D6 2D6+4	5	60/35/35/25	60	0	×2
Sturmgeschütz (StuG)	Germany	2	75mm gun 7.92mm machine gun	10D6 2D6+4	4	10/10/10/20	50	1	×2
Tiger I	Germany	2	88mm gun 2× 7.92mm machine guns	12D6 2D6+4	5	75/45/75/75	75	-2	×2
Tiger II	Germany	2	88mm gun 2× 7.92mm machine guns	12D6 2D6+4	5	65/75/65/120	80	-5	×1
Marder Tank Destroyer	Germany	2	75mm gun	10D6	3	25/25/25/10*	45	-1	×2

*For large quantities of explosives, treat damage cinematically (p.121).

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TANKS, GERMAN

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Panzer I	5/10	13/13/13 (3/3/3)	2	Tracked.	2 MG34 Turret (2,250 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto, +1 to Shooting.
Panzer II	5/10	13/13/13 (3/3/3)	3	Heavy Armor, Tracked.	20mm Cannon (150 rounds)	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
					Coaxial MG34 (2250 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
Panzer III	5/10	18/18/18 (8/8/8)	5	Heavy Armor, Tracked.	50L60 turret (HE 30, AP 69)	70/140/280, damage Armor Piercing 3d10 or High Explosive 2d8, AP 10 (AP) or 3 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					MG34 coaxial (1,500 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 bow (1,200 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.

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Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Panzer IV	5/10	20/15/14 (8/3/2)	5	Heavy Armor, Tracked.	75mm turret (HE 45, AP 45, Smoke 2)	75/150/300, damage Armor Piercing 4d10 or High Explosive3d8, AP 13 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					MG34 coaxial (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 bow (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
Panzer V (Panther)	5/12	29/20/20 (14/5/5)	5	Heavy Armor, Tracked.	75mm turret (HE 33, AP 45, Smoke 3)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 13 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					MG34 coaxial (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 bow (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 Pintle (1,000 rounds	2d8, 30/60/120, RoF 3, AP 2, Auto.
Sturmgeschütz (StuG)	5/10	19/14/14 (8/3/3)	4	Fixed Gun, Heavy Armor, Tracked.	75mm turret (HE 33, AP 18, Smoke 3)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 13 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					MG34 coaxial (500 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 remote, roof (500 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
Tiger I	4/9	25/23/23 (10/8/8)	5	Heavy Armor, Tracked.	88mm Turret (HE 45, AP 45, Smoke 2)	100/200/400, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 16 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					MG34 coaxial (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 bow (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
Tiger II	5/10	40/25/25 (24/9/9)	5	Heavy Armor, Sloped Armor, Tracked.	88mm Turret (HE 35, AP 35, Smoke 2)	100/200/400, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 16 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					MG34 coaxial (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
					MG34 bow (1,000 rounds)	2d8, 30/60/120, RoF 3, AP 2, Auto.
Marder Tank Destroyer	5/10	12/12/10 (2/2/0)	4	Fixed Gun, Heavy Armor, Open Topped, Tracked.	75mm turret (HE 10, AP 15, Smoke 2)	75/150/300, damage Armor Piercing 4d10 or High Explosive3d8, AP 13 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon.

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TANKS, BRITISH & AMERICAN

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel.
Churchill Mark VII	GB	1	75mm gun 7.92mm machine gun Flamethrower	10D6 2D6+4 2D6+shock	5	90/55/55/75	70	-8	×1
M3 "Stuart" Light Tank	GB	3	37mm gun .30-06 machine gun	6D6 2D6+4	4	35/20/20/35	40	1	×3
Matilda I	GB	1	.303 machine gun	2D6+4	2	30/15/15/10	25	-2	x1
Matilda II	GB	1	2-pounder gun 7.92mm machine gun	10D6 2D6+4	4	50/25/25/25	50	-4	x1
M3 "Lee/Grant" Medium Tank	US	2	37mm gun 75mm gun .30-06 machine gun	6D6 10D6 2D6+4	7	40/40/40/50	60	-4	×1
M4 "Sherman"	US	2	75/76mm gun	10D6	5	40/40/40/50	60	0	×2
M10 Tank Destroyer	US	2	3" gun	8D6	5	35/20/15/15	60	2	×3
M18 "Hellcat" Tank Destroyer	US	5	76mm gun	10D6	5	35/20/15/15	60	2	×3

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TANKS, BRITISH & AMERICAN

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Churchill Mark VII	5/5	23/22/21 (9/8/7)	5	Heavy Armor, Tracked.	75mm turret (HE 40, AP 40, Smoke 4)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 6 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					7.92mm machine gun (1,000 rounds)	40/80/160, 2d8+1, RoF 3, AP 2, Auto.
					Flamethrower	2d10, Cone, ignores Armor.
M3 "Stuart" Light Tank	2.5/8	14/13/13 (5/4/4)	5	Heavy Armor, Tracked.	37mm turret (HE 125, AP 53)	50/100/200, damage Armor Piercing 4d8 or High Explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template, Heavy Weapon.
					.30-06 machine gun (3,000 rounds)	24/48/96, 2d8, ROF 3, AP 2, Auto.

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THERE'S NOTHING LIKE GOOD OL' AMERICAN STEEL WHEN YOU'RE FACING DOWN ONE OF THOSE BIG NASTIES

-SGT. CARTER

Photo: Kempe – Russia 1942 – Bundesarchiv, Bild 101I-748-0100A-08 / Kempe / CC-BY-SA.

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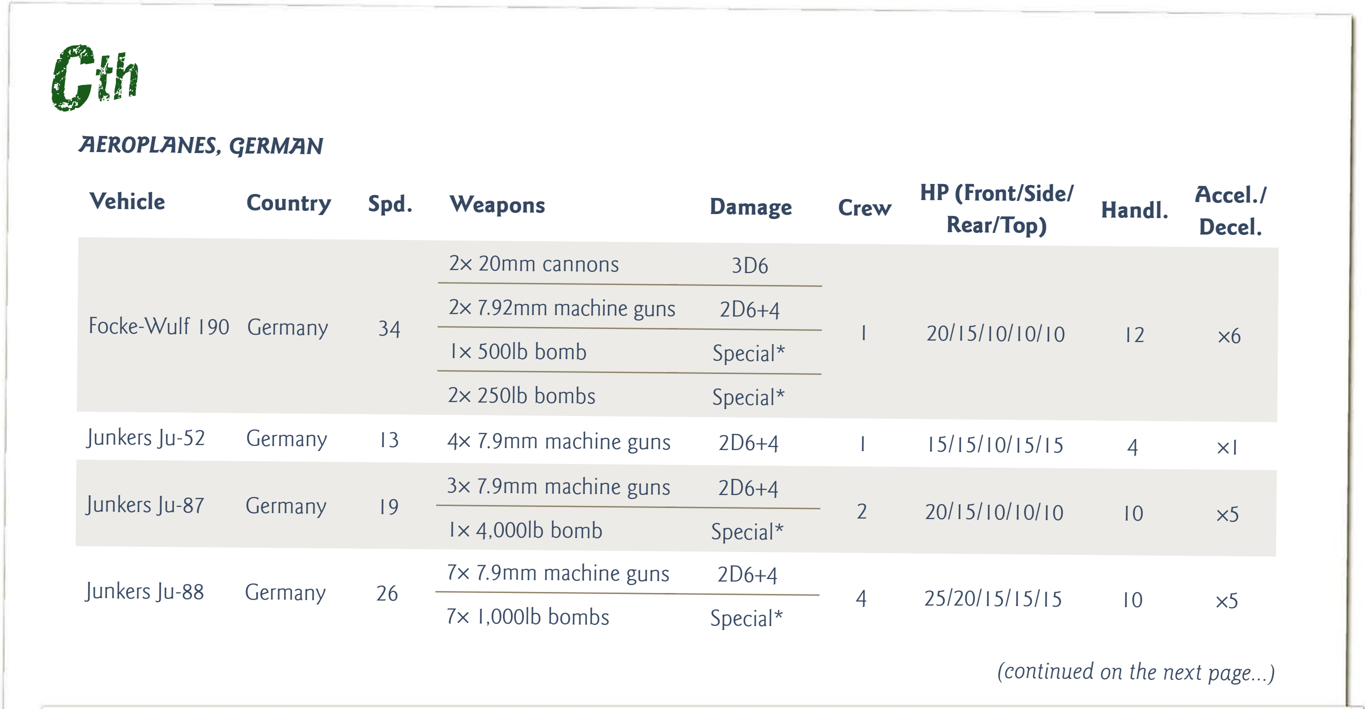
Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Matilda I	2.5/6	10/9/9 (4/3/3)	3	Heavy Armor, Tracked.	.303 machine gun (3,000 rounds)	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
Matilda II	2.5/6	17/16/16 (5/4/4)	4	Heavy Armor, Tracked.	2 pound turret	75/150/300, damage Armor Piercing 4d8 or High Explosive 3d6, AP 5 (AP) or 2 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					.303 machine gun (3,000 rounds)	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
M3 "Lee/Grant" Medium Tank	2.5/6	17/16/16 (5/4/4)	5	Heavy Armor, Tracked.	37mm turret (HE 125, AP 53)	50/100/200, damage Armor Piercing 4d8 or High Explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template, Heavy Weapon.
					75mm turret (HE 40, AP 40, Smoke 4)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 6 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
					.30-06 machine gun (3,000 rounds)	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
M4 "Sherman"	5/12	21/16/16 (9/4/4)	5	Heavy Armor, Stabilizer (late models), Tracked.	75mm turret (HE 50, AP 40, Smoke 7)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 6 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
M10 Tank Destroyer	5/12	19/15/15 (7/3/3)	5	Heavy Armor, Open Topped, Tracked.	3 inch gun turret (HE 15, AP 33, Tungsten 6)	75/150/300, damage Armour Piercing 4d10 or High Explosive 3d8, AP 12 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon, Tungsten rounds are Armour Piercing, but have AP 27.
M18 "Hellcat" Tank Destroyer	5/22	18/14/14 (7/3/3)	5	Heavy Armor, Open Topped, Tracked.	3 inch gun turret (HE 17, AP 30, Tungsten 5)	75/150/300, damage Armour Piercing 4d10 or High Explosive 3d8, AP 12 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon, Tungsten rounds are Armour Piercing, but have AP 27.



Cth

AEROPLANES, GERMAN

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP (Front/Side/Rear/Top)	Handl.	Accel./Decel.
Focke-Wulf 190	Germany	34	2× 20mm cannons 2× 7.92mm machine guns 1× 500lb bomb 2× 250lb bombs	3D6 2D6+4 Special* Special*	1	20/15/10/10/10	12	×6
Junkers Ju-52	Germany	13	4× 7.9mm machine guns	2D6+4	1	15/15/10/15/15	4	×1
Junkers Ju-87	Germany	19	3× 7.9mm machine guns 1× 4,000lb bomb	2D6+4 Special*	2	20/15/10/10/10	10	×5
Junkers Ju-88	Germany	26	7× 7.9mm machine guns 7× 1,000lb bombs	2D6+4 Special*	4	25/20/15/15/15	10	×5

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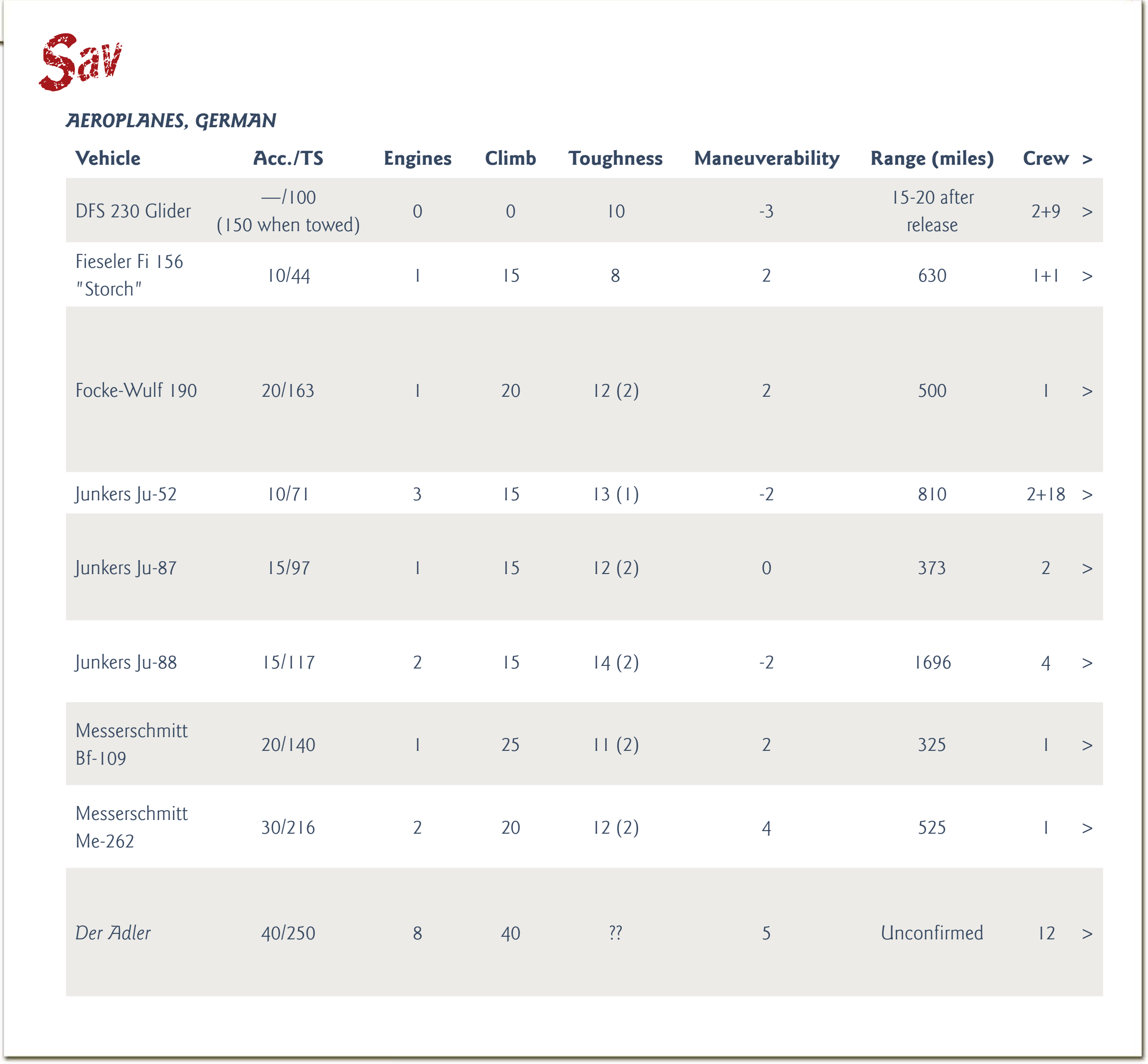

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AEROPLANES, GERMAN

Vehicle	Acc./TS	Engines	Climb	Toughness	Maneuverability	Range (miles)	Crew	>
DFS 230 Glider	—/100 (150 when towed)	0	0	10	-3	15-20 after release	2+9	>
Fieseler Fi 156 "Storch"	10/44	1	15	8	2	630	1+1	>
Focke-Wulf 190	20/163	1	20	12 (2)	2	500	1	>
Junkers Ju-52	10/71	3	15	13 (1)	-2	810	2+18	>
Junkers Ju-87	15/97	1	15	12 (2)	0	373	2	>
Junkers Ju-88	15/117	2	15	14 (2)	-2	1696	4	>
Messerschmitt Bf-109	20/140	1	25	11 (2)	2	325	1	>
Messerschmitt Me-262	30/216	2	20	12 (2)	4	525	1	>
Der Adler	40/250	8	40	??	5	Unconfirmed	12	>

(...continued from the previous page)

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP (Front/Side/Rear/Top)	Handl.	Accel./Decel.
Messerschmitt Bf-109	Germany	31	2× 20mm cannon	3D6	1	20/15/10/10/10	12	×6
			2× 7.92mm machine guns	2D6+4				
Fieseler Fi 156 "Storch"	Germany	8	—	—	1	5/5/5/5/5	4	×1
DFS 230 Glider	Germany	Special	—	—	1	5/5/5/5/5	6	n/a
Messerschmitt Me-262	Germany	43	4× 30mm cannons	4D6	1	20/15/10/10/10	14	×10
			24× R4M A2A missiles	6D6				
Der Adler	*Nacht-wölfe*	Special	16 × Rheinmetall-Borsig MG131 machine guns	2D8+4	12	Special	Special	Special
			3 × Mauser MG151/20 20x82mm cannon	3D10+5 +1D6 Explosion				

> Vehicle	Notes	Weapons	Weapon Statistics
> DFS 230 Glider	—	—	—
> Fieseler Fi 156 "Storch"	Short takeoff capability.	—	—
> Focke-Wulf 190	Bubble Canopy, Turbocharger.	2× 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
		2× 7.92mm machine guns	2d8, 30/60/120, RoF 3, AP 2, Auto.
		1× 500lb bomb	Special*.
		2× 250lb bombs	Special*.
> Junkers Ju-52	—	1× 7.92mm machine guns	2d8, 30/60/120, RoF 3, AP 2, Auto.
> Junkers Ju-87	Automatic pull-out device adds +1 to Piloting rolls to pull out of a dive.	2x 7.92mm MG (wings) 1x 7.92mm MG (cockpit rear)	2d8, 30/60/120, RoF 3, AP 2, Auto.
		2x 250lb bombs	Special*.
> Junkers Ju-88	—	7x 7.9mm machine guns	2d8, 30/60/120, RoF 3, AP 2, Auto.
		7x 1000lb bombs	Special*.
> Messerschmitt Bf-109	Turbocharger, Water Injection.	2x 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
		2x 7.92mm machine guns	2d8, 30/60/120, RoF 3, AP 2, Auto.
> Messerschmitt Me-262	Bubble Canopy, Turbocharger.	4x 30mm cannons	3d8, 50/100/200, AP 6, RoF 3, Heavy Weapon.
		24x R4M A2A missiles	3d8, 100/200/400, AP 4, RoF 1, Med Burst Template.
> *Der Adler*	Invisible to Radar.	4x Rheinmetall-Borsig MG131 13x64mmB machine guns	2d8+3, 50/100/200, AP 2, Rof 3.
		3x Mauser MG151/20 20x82mm cannons	2d10, 50/100/200, AP 2, Rof 3.

*For large quantities of explosives, treat damage cinematically (p.121).

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MILITARY VESSELS

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP	Handl.	Accel./Decel.
PT Boat	US	8 (max)	—	—	12-17	35	20	×6
E Boat	Germany	10 (max)	—	—	24-30	55	10	×7
Midget Submarines	Germany	2 (max)	—	—	1-2	25	20	×1
Submarine	All	3 (max)	Torpedoes	Special*	Varies (typically 80 or less)	150	5	×2

*For large quantities of explosives, treat damage cinematically (p.121).

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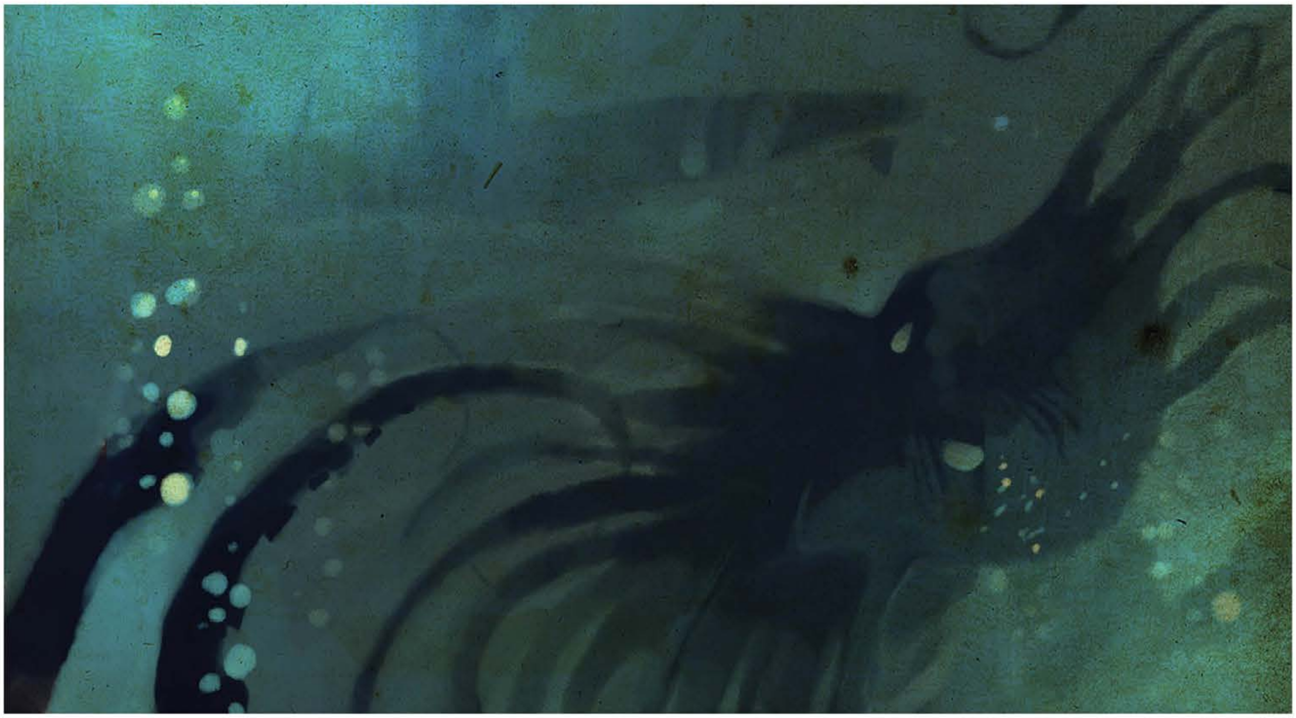
MILITARY VESSELS

Vehicle	Acc./TS	Toughness	Crew	Notes	Weapons	Weapon Statistics
PT Boat	4/19	13 (0)	12-14	Heavy Armor.	—	—
E Boat	4/16	13 (0)	8-10	Heavy Armor.	—	—
Midget Submarines	3/10	7 (0)	1-2	Heavy Armor, Sonar invisible.	—	—
Submarine	2 (1 submerged)/ 7 (3 submerged)	20 (0)	Varies (typically 80 or less)	Heavy Armor.	Torpedoes	Special*

*For large quantities of explosives, treat damage cinematically (p.121).



AEROPLANES, BRITISH & AMERICAN

Vehicle	**Country**	**Spd.**	**Weapons**	**Damage**	**Crew**	**HP (Front/Side/Rear/Top)**	**Handl.**	**Accel./Decel.**
Airspeed As.51 "Horsa" Glider	GB	Special	—	—	2	5/5/5/5/5	6	n/a
Avro Lancaster	GB	22	7× .303 machine guns	2D6+4	7	20/20/20/20/20	4	×1
			1× 4,000lb bomb	Special*				
			24× 30lb incendiary bomblets	Special*				
de Havilland Mosquito	GB	28	4× .303 machine guns	2D6+4	2	10/10/10/10/10	10	×5
			4× 20mm cannons	3D6				
Fairey Swordfish	GB	11	2× .303 machine guns	2D6+4	3	10/10/10/10/10	8	×2
			1× 1,600lb torpedo	Special*				
			3× 500lb mines/bombs	Special*				
Gloster Meteor	GB	46	4× 20mm cannons	3D6	1	20/15/10/10/10	16	x8
			16× 3" rockets	6D6				
Hawker Hurricane	GB	26	2× 40mm cannons	4D6	1	20/15/10/10/15	10	×6
			2× 7.9mm machine guns	2D6+4				
Hawker Typhoon	GB	32	4× 20mm cannons	3D6	1	20/15/10/10/10	10	×6
			8× 27lb rockets	6D6				
			2× 1,000lb bombs	Special*				
Supermarine Spitfire	GB	34	2× 20mm cannons	3D6	1	20/15/10/10/10	12	×6
			4× .303 machine guns	2D6+4				
Westland Lysander	GB	16	2× .303 machine guns	2D6+4	1	5/5/5/5/5	6	x1
Whitley Mark V Bomber	GB	18	5× .303 machine guns	2D6+4	5	15/15/10/15/15	6	×1
			12× 250lb bombs	Special*				
			2× 500lb bombs	Special*				
Douglas C-47 "Dakota"	US	19	—		4	25/30/20/30/30	4	×1
Grumann Avenger	US	21	2× 7.62mm machine guns	2D6+4	3	10/10/10/10/10	8	×2
			2× 12.7mm machine guns	2D6+4				
			1× 2,200lb torpedo	Special*				
			1× 2,000lb bomb	Special*				
			4× 500lb bombs	Special*				
			8× wing-mounted rockets	6D6				
Lockheed P-38	US	34	20mm cannon	3D6	1	20/15/10/10/10	8	×5
			4× 1/2" machine guns	2D6+4				
			4× 500lb bombs	Special*				
P-51 Mustang	US	34	6× 1/2" machine guns	2D6+4	1	20/15/10/10/10	12	×6
			2× 1000lb bombs	Special*				
			6× 5" rockets	6D6				
Waco CG-4A Glider	US	Special	—		1	5/5/5/5/5	6	n/a

*For large quantities of explosives, treat damage cinematically (p.121).

AEROPLANES, BRITISH & AMERICAN

Vehicle	Acc./TS	Engines	Climb	Toughness	Maneuverability	Range (miles)	Crew	>
Airspeed As.51 "Horsa" Glider	—/100 (150 when towed)	0	0	10	-3	15-20 after release	2+9	>
Avro Lancaster	10/115	4	15	15 (2)	-3	2530 (1660 fully loaded)	7	>
de Havilland Mosquito	30/230	2	20	12 (2)	4	525	1	>
Fairey Swordfish	10/55	1	10	11 (2)	0 (-2 fully loaded)	546	2	>
Gloster Meteor	30/230	2	20	12 (2)	4	525 Miles	1	>
Hawker Hurricane	20/138	1	20	11 (1)	1	460	1	>
Hawker Typhoon	20/165	1	15	12 (2)	1	510	1	>
Supermarine Spitfire	15/145	1	15	10 (1)	3	395	1	>
Westland Lysander	20/152	2	15	12 (1)	1	1860	2	>
Whitley Mark V Bomber	15/114	4	10	16 (2)	-3	1260	7	>
Douglas C-47 "Dakota"	10/92	2	10	13 (1)	-2	2125 Miles	3+24	>
Grumann Avenger	10/110	1	15	13 (2)	0	2530 (1000 fully loaded)	3	>
Lockheed P-38	20/166	2	20	12 (2)	1	1175	1	>
P-51 Mustang	20/175	1	25	13 (2)	3	1300 miles (2300 with drop tanks)	1	>
Waco CG-4A Glider	—/100 (150 when towed)	0	0	10	-3	15-20 after release	2+9	>

> **Vehicle**	**Notes**	**Weapons**	**Weapon Statistics**
> Airspeed As.51 "Horsa" Glider	—	—	—
> Avro Lancaster	—	7× .303 machine guns	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
		1× 4,000lb bomb	Special*.
		24× 30lb incendiary bomblets	Special*.
> de Havilland Mosquito	—	4× .303 machine guns	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
		4× 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
> Fairey Swordfish	—	2× .303 machine guns	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
		1× 1,600lb torpedo	Special*.
		3× 500lb mines/bombs	Special*.
> Gloster Meteor	Bubble Canopy, Turbocharger	4× 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
		16× 3" rockets	3d8, 100/200/400, AP4, RoF 1, Med Burst Template.
> Hawker Hurricane	—	12x .303 machine gun	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
> Hawker Typhoon	Bubble Canopy	2× 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
		8x 27lb rockets	3d8, 100/200/400, AP 4, RoF 1, Med Burst Template.
		2× 1000lb bombs	Special*.
> Supermarine Spitfire	Bubble Canopy	2× 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
		2x .50 machine guns	2d10, 50/100/200, AP 4, RoF 3, Heavy Weapon, Auto.
> Westland Lysander	—	2× .303 machine guns	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
> Whitley Mark V Bomber	—	5× .303 machine guns	40/80/160, 2d8+1, Rof 3, AP 2, Auto.
		12× 250lb bombs	Special*.
		2× 500lb bombs	Special*.
> Douglas C-47 "Dakota"	—	—	—
> Grumann Avenger	—	2 × 7.62mm machine guns	2d8+1, 40/80/160, AP 2.
		2 × 12.7mm machine guns	2d10, 50/100/200, AP 4, RoF 3, Heavy Weapon.
		1 × 2,200lb torpedo	Special*.
		1 × 2,000lb bomb	Special*.
		4 × 500lb bombs	Special*.
		8 × wing-mounted rockets	3d8, 100/200/400, AP 4, RoF 1, Med Burst Template.
> Lockheed P-38	Turbocharger.	1× 20mm cannons	3d8, 50/100/200, AP 3, RoF 3, Heavy Weapon.
		4 × 1/2" machine guns	2d10, 50/100/200, AP 4, RoF 3, Heavy Weapon, Auto.
		500lb bomb	Special*.
> P-51 Mustang	Bubble Canopy, Turbocharger.	6 × 1/2" machine guns	2d10, 50/100/200, AP 4, RoF 3, Heavy Weapon, Auto.
		2 × 1000lb bombs	Special*.
		6 × 5" rockets	3d8, 100/200/400, AP 4, RoF 1, Med Burst Template.
> Waco CG-4A Glider	—	—	—

*For large quantities of explosives, treat damage cinematically (p.121).

GERMAN MILITARY EQUIPMENT: STANDARD ISSUE

For details on Allied military equipment, please see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, Chapter 8.

FALLSCHIRMJÄGERGEWEHR *42 (FG42)*

To improve the fire support for *Fallschirmjäger* in the field, the *Luftwaffe* decides to replace the Kar. 98k, MP40, and MG34 with one weapon. Whilst the FG42 meets all of the *Luftwaffe*'s exacting requirements, it does have significant disadvantages: the magazine unbalances the weapon, there is excessive muzzle flash, and automatic fire is difficult to control due to muzzle climb and the weapon's light weight.

The FG42 first sees action in 1943. There are two models, early and late, which are basically product improvements, although they differ significantly in appearance. Both models feature bipods, flip-out bayonets, and a mounting rail for the ZF41 telescopic sight.

FLAMMENWERFER *35 & 41*

The *Flammenwerfer* 35 is a one-man operated flamethrower capable of throwing an oil/petrol/tar mixture up to 27 yards (25m). The FmW35 is a World War One design, weighing nearly 80lbs (36kg) and carrying almost 2.5 gallons (12 litres) of fuel.

The *Flammenwerfer* 41 replaces the FmW35 in 1941. It is 20lbs (9kg) lighter, with the same fuel capacity and an increased range of 34 yards (32m).

German flamethrowers are issued to engineers, but these are often detached to assault infantry units. The preferred targets of *Flammenwerfer* operators are both static and enclosed; these are approached under cover of smoke or covering fire, and the loopholes attacked directly.

GEWEHR OR KARABINER *43 (G/K43)*

The *Gewehr* 43 (later renamed the *Karabiner* 43) is a gas-operated, semi-automatic rifle introduced in 1943. It is intended to replace the Kar. 98k, but this plan is never fully implemented. The *Wehrmacht* recognises the need for a semi-automatic rifle in 1940, and is rudely surprised by Soviet use of semi-automatic rifles during the resistance to Germany's invasion of the USSR in 1941. The K43 is largely inspired by the Soviet Tokarev SVT-40.

The K43 has a ten-round box magazine, and any K43 can use a telescopic sight; the sniper variant uses a *Zielfernrohr* 4 (ZF 4). In game terms, the sniper variant doubles the weapon's base range. The K43 can also use the *Schiessbecher* grenade launcher cup, and a specially designed suppressor.

GRANATWERFER *36*

The GrW36 is a light mortar designed to provide grenade support beyond throwing range. Models up to 1938 use telescopic sights, whereas those made after that date use aiming graduation marks. Withdrawn from frontline service in 1942, the GrW36 remains popular with troops until the closing days of the conflict.

KAMPFMESSER *42 KNIFE*

Originally issued in World War One, the *Kampfmesser* 42 is a close combat knife used by the German armed forces and the *Waffen-SS*.

KARABINER 98K

The *Karabiner* 98k is the standard *Wehrmacht* rifle. A bolt-action design, the Kar. 98k is the latest iteration of the original Mauser bolt-action rifle, and over eleven million are made. The Kar. 98k has a five-round magazine loaded by stripper clip, and can use the *Schiessbecher* grenade launcher cap.

A sniper variant is produced from rifles selected for accuracy at the factory, augmented with a specially mounted ZF39 or 41 telescopic sight; over 120,000 sniper rifles are manufactured in all. In game terms, the sniper variant of the Kar. 98k doubles the weapon's base range.

LUFTWAFFE *FLIGHT UTILITY KNIFE*

Also known as the *Fallschirmjäger-Messer*, this knife is issued to German aircrew and *Fallschirmjäger*. It has a 4" (10cm) blade that extends by gravity and can be operated using one hand, which is useful if the other is bound up in tangled parachute rigging. It also has an awl for untying knots, which can also be used as a weapon.

The British copy captured examples and issue them to their own paratroops. Both the SOE and the OSS also issue the knife as a "saboteur's jack-knife" with an extra tyre-slashing blade.

MASCHINENGEWEHR *34 (MG34)*

The MG34 is the *Wehrmacht*'s standard general purpose machine gun from its adoption in 1936 until it is superseded by other models in 1942. The MG34 has two modes of use: light (using a bipod, and ammunition belts or drums in an infantry support or vehicle's secondary weapon role) and heavy (using tripods and ammunition belts in a medium machine gun or anti-aircraft role).

> "The best weapon against an enemy is another enemy."
> - Friedrich Nietzsche.

Ammunition drums of fifty or seventy-five rounds are used until the end of 1941, after which non-disintegrating metallic ammunition belts are used. The MG34 has two triggers: automatic and semi-automatic.

Agent Bernstorff waited for the signal, then waved the Forcemaster and Stalkers forward. There would be no survivors today...

MASCHINENGEWEHR *42 (MG42)*

The MG42 is cheaper and easier to make than the MG34. More tolerant of mud and snow than its predecessor, the MG42 supplements the MG34 across the *Wehrmacht* from 1942. The MG42's high rate of fire (1200rpm) is a design feature, as is the quick barrel change system, which can be managed in six seconds by a trained crew. Like the MG34, the MG42 can be used in light and heavy modes. The only disadvantage of the MG42 is its high ammunition consumption.

Between 400,000 to over 700,000 MG42s are made by the end of the war. Due to its firing sound, the MG42 is called "Hitler's Saw", or "Bonesaw", by German troops, and "Hitler's Buzzsaw", or "Zipper", by Allied troops. British sources also name the MG42 "Spandau" after manufacturers' marks found on early captured examples.

MP38 & 40 SUBMACHINE GUN

The *Maschinenpistole* 40, or MP40, is the standard *Wehrmacht* submachine gun. It is a 32-round, open bolt, blowback automatic weapon. Constructed from pressed steel, it is cheaper to make than its predecessor, the MP38, and cures its accidental misfire problem if dropped. The MP40's weakness is its magazine, which can cause misfeeds if damaged or dirty. The MP40 is issued to platoon and squad leaders, *Fallschirmjäger*, and tank crews. The British incorrectly call this weapon the "*Schmeisser*".

PANZERFAUST

The *Panzerfaust* is a single shot, recoilless, hollow-charge, anti-tank weapon, and is the most common of the German anti-tank arsenal. There are five variants of increasing armour penetration and range issued by 1945, with the *Panzerfaust* 60 being the most common model. Thirty-six *Panzerfausts* are issued to infantry and engineer companies, or one for every five soldiers.

Firing positions must be chosen to allow a six-foot exhaust flame to dissipate safely.

PISTOLE MODELL *38 (P38)*

The P38 is a 9mm semi-automatic pistol designed by Walther to replace the expensive P08 *Luger*. It is issued to officers, NCOs, *Fallschirmjäger*, machine gun and mortar crews, tank crews, despatch riders, and signallers. Accurate and easy to shoot, the P38 performs well on the icy Eastern Front. The P38 is a popular war trophy, and used as a backup weapon by many Allied soldiers.

PISTOLE, PARABELLUM, MODELL *1908 (P08)*

The P08 *Luger* 9mm is the signature German military pistol. However, it is expensive to make and suffers in muddy or sandy conditions, hence its replacement by Walther's P38 (although production of the *Luger* still continues until 1942). It is issued to officers, NCOs, *Fallschirmjäger*, machine gun and mortar crews, tank crews, despatch riders, and signallers. Many staff officers and officers of rear-echelon units purchase the 7.65mm model instead of the standard 9mm. It is the premier war trophy for Allied troops.

SS DAGGER

These daggers are presented on graduation to members of the SS. Ostensibly dress uniform regalia, an SS dagger may be encountered on the frontline and such items are especially favoured as war trophies by Allied troops. Alternatively, SS daggers may be encountered in the hands of experienced Nazi interrogators or fanatical *Waffen-SS* troops.

STIELHANDGRANATE *24*

The *Stielhandgranate* is the classic German stick grenade, also known to Allied troops as the "potato masher". The stick allows a soldier to throw the grenade twice as far as an Allied grenade. The StG24 is classed as an "offensive" grenade, using high explosives to create blast damage. There is also a smoke variant: the NbG39. Additionally, a fragmentation sleeve, or *Splitterring*, exists which adds splinters to the grenade's blast damage. Finally, a concentrated demolition charge variant is also obtainable, consisting of six stick-less grenades wrapped around a seventh, which are used by pioneers.

Photo: Unknown — German infantry with Sturmgewehr 44 — Bundesarchiv, Bild 146-1979-118-55 / CC-BY-SA.

STURMGEWEHR *44 (STGW44)*

The *Sturmgewehr* 44 is literally the archetypal "assault rifle". Officially, the initial project, during which the rifle is known as the *Maschinenpistole* 43 (MP43), is actually cancelled, but demand from Eastern Front troops issued with trial versions of the weapon sees production kickstarted, prioritised, and renamed by Hitler in 1944.

The StGw44 is a gas-operated, selective-fire, automatic assault rifle. It has a thirty-round magazine, and can use the Schiessbecher grenade launcher cup and the ZF4 telescopic sight. Over 400,000 are manufactured between 1943 and 1945.

WALTHER PP & PPK

The Walther PP (Police Pistol) is introduced in 1929, with smaller PPK following in 1930. Following the Nazi rise to power and military rearmament, both the PP and the PPK are issued to *Wehrmacht* staff officers, the *Luftwaffe*, and Nazi Party officials. Hitler commits suicide using a PPK in April, 1945.

LARGER MUNITIONS

Germany's Vengeance

THE V1 FLYING BOMB

After the horrors of the nightly bombing raids suffered during the Blitz in 1940-1941, the British have become accustomed to threats from the skies and continue their lives almost as normal. Despite a series of smaller raids in 1943 and early 1944 (after the Normandy Landings) the general feeling is of relief that the war will soon be over and that the bombings will no longer be a factor in everyone's daily life.

While in public there are rumours that Hitler's scientists are working on secret weapons, few take these seriously until the night of June 13th, 1944, when a strange new sound fills the skies. Described as something akin to a motorcycle missing its silencer, or a struggling steam engine, the sound is accompanied by a streak of light across the night sky, assumed by those who see it to be an aircraft in distress. Without warning the sound stops and, as its engine cuts out in readiness for the dive onto its target, the V1 flying bomb makes its first strike against London.

Allied intelligence has been aware of the development of the weapon, codename Diver, for some time, and since 1943 has waged a campaign to destroy launch sites with the support of Bomber Command, an operation that has delayed the weapon's deployment by six months. However, despite the Allies' best efforts, the Germans are still able to launch the V1 to strike its first target near London's Liverpool Street Station. The following days see the number of V1s launched increase at a dramatic rate, and in only five days over 500 rockets have rained down on London, dispelling any doubt of the German vengeance weapon's existence.

Nowhere is safe from the V1 and its target is impossible to predict, as the weapon cuts its engines prior to diving, giving no indication of the impact site until it is struck. The

RAF engages in desperate chases to intercept the rockets, which though fast, can be caught by their Spitfires. Many are shot from the skies over southern England, and some pilots even learn to fly alongside the rockets and, using the wings of their aircraft, flip the rockets over to force them into the ground or sea.

THE V2 BALLISTIC MISSILE

The terror of the V1 pales in comparison to that of the V2 missile. At thirteen tonnes, and travelling through the stratosphere at 3,000mph (almost 5,000km/h), this monster strikes without warning in West London on September 8th, 1944, reducing the leafy streets of Chiswick to a cratered mess. As with the V1, British intelligence are aware of the existence of the massive V2 but mistakenly assume that the launch sites have been overrun after the Normandy Landings. However, unlike the V1, which requires a horizontal ski-ramp construction to launch, the V2 launches vertically and, despite German plans to develop permanent hardened installations, is capable of launching from mobile platforms.

The V2 carries a 2,0001bs (1,000kg) explosive warhead, and its incredible speed makes it impervious to anti-aircraft defences and fighter patrols. Dropping from an altitude of around 330,000ft (100km) at many times the speed of sound, the only sign of a V2 attack is the sonic boom created as it hurtles towards the ground, but even that scant warning comes too late to avoid its destructive payload.

Germany launches an estimated 1,100 V2 missiles against England, mostly targeting London, and while their offensive capability is considerable, their psychological impact is far greater. Proposals are tabled, even as the Soviet Army advances into Germany, to develop a submarine-launched version of the weapon for use against the United States. Some reports suggest *Nachtwölfe* begin implementation of this plan with their increased submarine activities in the closing days of the war, but the truth of this is, as yet, uncertain.

THE V3 CANNON

Alongside the V1 and V2, the Germans develop another vengeance weapon with which to rain down destruction onto London, this time relying on more conventional technology than their missile programme. The V3 is a huge 460ft (140m) long cannon embedded in a hillside, angled upwards to launch a 300lbs (140kg) shell just over 100 miles (165km). To launch the projectile at the required velocity, the barrel is supplemented by a series of solid-fuel rocket boosters, angled into the main barrel in such a way that their thrust adds to the overall velocity, which can reach up to 5000ft/s (1500m/s).

Originally planned for installation at Mimoyecques, near Calais, the V3 program is disrupted by the D-Day landings, and although new installations are constructed further east and actually fired against Luxembourg, they are shown to be relatively inaccurate. After the sites are damaged by USAAF bombing raids, the project is mostly abandoned. *Nachtwölfe* do take an interest in the two sites as possible launch vehicles for their *Draugr* biological agent (p.XX), but the Allies are saved from this horror as the Nazi scientists decide instead to concentrate their resources on other projects.

GERMANY'S ATOMIC DREAM

In January 1939 two German chemists, Otto Hahn and Fritz Strassmann, publish the findings of a series of experiments conducted to study the effects of bombarding uranium with neutrons. Under this bombardment, the two chemists discover that the element barium has been created, and the scientific community realises that the uranium nuclei have been split in two—in other words, nuclear fission has been achieved. Shortly after the invasion of Poland, the Germany Army Ordnance establishes a research program to investigate the potential of this fission for military applications.

The physicist Werner Heisenberg calculates that such nuclear fission could be sustained to create a chain reaction, and postulates that a controlled reaction could be created to produce a "uranium machine", or reactor, to produce vast amounts of energy. From this discovery, the potential usage of an uncontrolled reaction is quickly realised—one which is capable of producing an explosion of many times the power of even the largest conventional bomb.

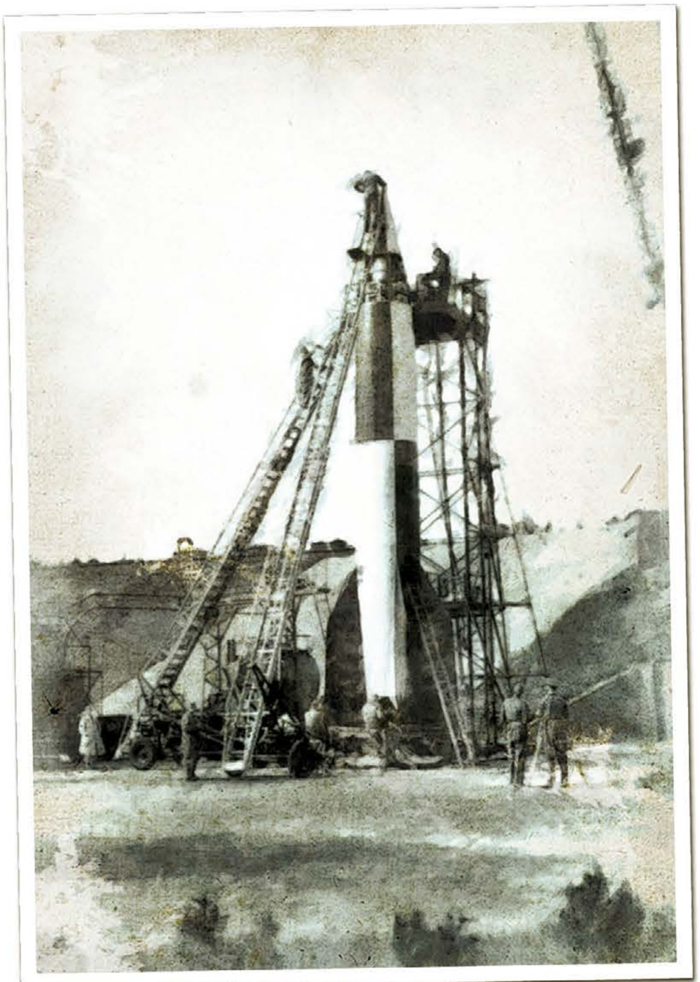


Photo: Unknown — Peenemünde 1942 — Bundesarchiv, RH8II Bild-B0788-42 BSM / CC-BY-SA.

The Germans are fortunate that the Ore Mountains on the border between Germany and Czechoslovakia can provide them with a source of uranium, unlike the Allies who are forced to search further afield for this critical material. Under the tightest security, the Nazis begin digging deep into the mountains in 1940, and though they do succeed in extracting several hundred kilograms of uranium from the seams, all operations are suddenly and inexplicably halted in 1942. Those working at the site are forbidden from discussing what occurs there, with most of the mining crew transferred to the Eastern Front. However, rumours do reach the Allies of a discovery by the miners recorded in their files as "The Burrower", though what this could be has continued to baffle Allied intelligence.

Germany's efforts to develop a working nuclear reactor are hampered by the lack of other key resources, particularly the heavy water required to slow the reaction to a manageable and controlled rate. The main source of heavy water is the Norsk Hydro plant in occupied Norway, but thanks to the efforts of the Norwegian resistance the plant is sabotaged, and the stocks of heavy water destroyed.

Despite this setback, the Germans continue in their research, and while unable to develop a working reactor rumours suggest that they do manage to develop a primitive nuclear weapon, triggered by a spherically shaped charge wrapped around a core of uranium. Whether or not this weapon is successfully tested is unknown, and by the time of its development the war is all but lost for Nazi Germany. However, what secret projects *Nachtwölfe* may be working on in the Eagle's Lair, or at Peenemünde, is unclear. These Nazi researchers have access to technology far removed from that available to the Allies. Perhaps their Atlantean or Hyperborean discoveries will give them the key to creating far more terrible devices…

> Germany's efforts to develop a working reactor are hampered by the lack of key resources.

ESOTERIC EQUIPMENT: NOT-SO-STANDARD ISSUE

Black Sun

Determined to bring about a "glorious" new dawn for humanity, Reinhardt Weissler and his Black Sun lackeys (p.77) use their arcane knowledge to help further their cause.

BLACK STEEL

A Black Sun creation forged in the bowels of the Dreamlands' Wewelsburg Castle (p.83), metal ores mined from the Plateau of Leng are combined with fragments of obsidian taken from the Valley of the Black Sun to produce an alien alloy far stronger than terrestrial steel, and possessing a number of unusual properties.

As its name suggests, it appears as a jet black metal that seems to ripple and flow beneath its surface. It is icy cold to the touch, and is impervious to even the most extreme temperatures once forged.

When shaped into a blade, Black Steel is naturally enchanted, allowing it to harm Mythos creatures that would otherwise be impervious to normal weapons. Additionally, Black Steel weapons have a parasitic effect.

Cth A Black Steel weapon drains 1 Magic Point from its victim and passes it to its wielder on each successful strike. A Black Steel impale result automatically drains 1D6 Magic Points.

Sav A Black Steel weapon inflicts a cumulative -1 Penalty to spellcasting on those wounded or Shaken. This penalty lasts for an hour. Conversely, the wielder of the Black Steel weapon gains a cumulative +1 bonus on their spellcasting for the next hour.

BLACK SUN DEGEN

Created by Albrecht Lohmann, Black Sun's military commander, this is a variant of the SS *Degen*, the straight-bladed sabre used by the SS for ceremonial duties. Lohmann's taste for close combat leads him to have these weapons created for use by Black Sun's elite soldiers, bodyguards, and assassins.

Forged from Black Steel, these weapons are produced at different lengths to accommodate for the height of the wielder, and they are perfectly balanced. Inscribed with complex patterns of runes, these blades possess the innate properties of all Black Steel weapons, but are additionally enchanted to drain the life of their victims.

Cth Each strike with such a blade that draws blood will heal the wielder 1D3 Hit Points if he overcomes the victim's CON with his own on the Resistance Table (***Call of Cthulhu, Six Edition***, p.53-55).

Sav When a Degen inflicts a wound or a Shaken status on a foe, the wielder may attempt an opposed Vigor roll against the target. If successful, any wounds the wielder may have are healed on a 1-1 basis. If the wielder has no wounds, or only shook his foe, then he gains the Hardy Special Ability instead (see ***Savage Worlds***). This ability can only be used once, but can be stacked multiple times.

EBON IVY

Adapted from the vicious, barbed creepers that choke the marshy floor of the Valley of the Black Sun, Ebon Ivy is a form of razor-sharp vine possessing a low animal intelligence, and deployed by Black Sun in place of traditional barbed wire. Ebon Ivy is grown by casting seeds onto the ground, which quickly burrow down to take root, even cracking through concrete to find fertile soil. 1D6 turns after being sown, thick, jagged tendrils begin to writhe from the earth, sprouting vicious barbs and quickly covering an area 10ft (3m) in length and width, and up to 5ft (1.5m) high, all the while constantly shifting and squirming as though sensing the world around them.

Incredibly resilient, Ebon Ivy can be cut with bladed weapons but quickly sprouts new tendrils to replace those which have been damaged. Only fire will destroy it permanently. Anyone unfortunate or foolhardy enough to attempt to cross a patch of Ebon Ivy is lashed and clawed by the plant, which attempts to ensnare its prey before ripping it to pieces.

Cth A single patch of Ebon Ivy needs to sustain 40 fire damage to reduce it to a quivering mass of smouldering roots. For spot rules on how to handle fire damage, see ***Call of Cthulhu, Six Edition***, p.57.

Ensnare attack: *Grapple* 40%, damage: 1D6, atts 1D6, base range: touch. Ebon Ivy attacks in this way each turn until the victim is slain or manages to escape (STR 20 to escape, otherwise the victim suffers an additional 1D6 damage per turn until free).

Sav **Attributes:** Agility n/a, Smarts n/a, Spirit n/a, Strength d12+2, Vigor d10.

Skills: Fighting d8.

Pace: 0; **Parry:** 6; **Toughness:** 11.

Special Abilities

- **Elemental:** no additional damage from called shots; Fearless; not subject to tests of will.
- **Ensnaring Vines:** this creature appears a mass of quivering and shifting barbed tendrils. When prey comes within reach, the ivy attempts to ensnare prey and tear them apart. A hit means that unless he succeeds at an opposed Strength roll, the target becomes entangled and takes 2d6 damage a round, until he breaks free or the tendril is destroyed. A tendril can be severed with a Called Shot (-2 penalty), it has a Toughness of 4, and a 1 on the Fighting or Shooting die means that the victim has been hit instead.
- **Invulnerable (non area attacks):** unless an attack targets individual tendrils, Ebon Ivy is immune to attacks which do not use one of the Burst Templates.
- **Large:** attackers add +2 to their attack rolls when attacking this creature.
- **Regeneration (Fast):** Ebon Ivy makes Vigor roll every round. Success heals any wounds inflicted upon it. It cannot regenerate wounds inflicted by fire.
- **Size +4:** this terrible plant covers a large area.
- **Unshakeable:** the carnivorous tree is immune to being Shaken, which also prevents it from being put down by two Shaken results.
- **Weakness (Fire):** fire based attacks do +4 damage and the chance of it being set alight is 5-6 on a d6.

Harris' steam gun seems to work as a suitable alternative to fire, at least briefly.

– Parker

KLEIN CELL

Having studied fragments of Hyperborean geometry recovered from their expeditions to North Africa, and combined them with the work of the German mathematician Felix Klein, Black Sun have created these unique and disturbing devices for use as both prisons and devices of torture. Taking Klein's theories regarding a surface in which notions of direction cannot be consistently defined and extending them into four dimensions, Black Sun have managed to create an enclosure that cannot be escaped once entered.

A Klein Cell appears as a strangely shifting geometric form, somewhat akin to a bottle, and made from a glistening black glass material which seems to flicker in and out of sight as it twists and turns.

A victim is forced into a Klein Cell by simply touching its surface. This contact (which does not have to be direct skin contact) is sufficient to drag him into its dimensional space, after which he finds himself in an endless tubular maze, where all movement appears to lead in exactly the same direction. The effect of this imprisonment quickly causes the mind to break, Through their magic, Black Sun's sorcerers can view the progress of the victim and decide when he is ready for interrogation or, in the case of the permanently insane, disposal.

Though impossible to break from the inside, Klein Cells are relatively fragile, being only as strong as the glass which forms them. Breaking a Klein Cell will release the prisoner within, although the sudden shock of return from hyper-dimensional space to normal three-dimensional space can have catastrophic effects. It is left to the Keeper's discretion to determine if there are other means of extracting those held captive by less violent means.

As a Klein Cell encompasses infinite, non-Euclidian space, there is technically no limit to the number of beings or creatures that can be stored in one.

Cth Those trapped inside a Klein cell suffer a 1D10 Sanity Point loss for every day they remain imprisoned. A victim returned to reality by shattering a Klein cell must make a successful POW×2 check or lose 3D10 Sanity Points as his mind is overcome by the transition.

Sav These infernal devices force those imprisoned to make a Spirit roll every day with a cumulative -1 Penalty. Failure to succeed inflicts one point of Dementia. If broken out of his cell by someone smashing it, the hero must make a Spirit (-2) roll, or he gains 3 Dementia.

Something Old...

On their own, the crumbling, blue crystals so beloved by *Nachtwölfe* appear to be relatively harmless, unless hit with sufficient force to cause a reaction. Under these conditions, the crystals release energy that acts against the applied force, in most cases negating it completely.

The crystals themselves are heavier than gold and, on close examination, their inner structure looks somehow wrong to the human eye. Characters with access to a reasonably well-equipped laboratory can analyse the crystals with a successful Chemistry or Physics roll and will discover that they are composed of a hitherto unknown transuranic element with a very high atomic number.

They also appear to be radioactive, and prolonged contact with bare skin does in fact produce third degree burns. *Nachtwölfe* has been able to insulate equipment that contains fragments of the raw crystals using specially treated fabrics, based on suggestions found in an ancient Tibetan text, to protect users from this relatively mundane side-effect.

Nachtwölfe

Driven by the needs of the escalating conflict, *Nachtwölfe* produce countless special innovations for the war effort based on their research into ancient antiquities, all the while continuing their global search for the secrets of the past, even as the battlefronts draw inexorably closer to the Fatherland.

ANDERSSEHER-HELM

The strangely bulky helmets worn by *Nachtwölfe* Stalkers (p.108) have been strengthened with *Blauer Kristall* to accommodate a set of heavy, adjustable lenses. Based on the Cornwallis lens stolen by German loyalists from New World Incorporated in the 1930s, these optics have three settings. The first provides magnification equal to a standard pair of binoculars, whilst the second provides night vision equal to that of the *Zielgerät* 1229 infrared aiming device (p.149). The third allows the viewer to see creatures and beings that the human eye is normally incapable of seeing, including star vampires and flying polyps.

A version of these helmets lacking the optical enhancements is issued to all serving *Nachtwölfe* troops.

BLAUER KRISTALL *I & II*

Initial experiments have discovered many uses for small amounts of the blue, crystal-like material recovered from a dig in Sumatra (and subsequently found in other excavations), including powering portable devices and experimental weapons. It can also be used to create a bonded metal, for use in personnel, vehicle, and aircraft armours, which is both lightweight and able to withstand much greater impacts. Developed using instructions hidden in ancient scrolls, this *Blauer Kristall* is one of the promising ancient technical developments spurned by Reinhardt Weissler.

Once combined with steel as part of a highly secret process, the bonded material looks like black metal at first sight, but has an unsettling blue sheen on closer inspection. It is also able to absorb some esoteric energies, which Mina Wolff believes should prove useful if they ever come into direct conflict with Black Sun's Mythos allies.

The bonding mechanism is still under study, and only two stable forms of the composite currently exist, known as Mark I and Mark II. As the technique is still being perfected, there is a danger of Mark I and Mark II armour shattering under certain conditions. Experiments to develop a Mark III alloy are ongoing. Newly discovered inscriptions should refine the process once they have been deciphered, but the project is in danger of stalling if *Nachtwölfe* cannot obtain enough of the raw crystal material from its various archaeological digs.

The Allies know of the material and that it has some importance to the Third *Reich*, but for the moment are unaware of its properties. Some shipments destined for *Nachtwölfe* have been intercepted and sent to Prof. Richard Deadman for analysis.

BREATHER

The breather is a bulky, gasmask-style unit with tubes leading into a waist-pack. When wearing the breather, the user need not eat or drink, and can operate equally as well underwater and in a vacuum as they can in air at the cost of 1 Hit Point per hour, or per turn if in combat. The user is also protected from flashing lights by polarised lenses, which also grant indistinct, murky vision through approximately 6" (15cm) of solid material. If the pack is opened, a strange, powdery substance will be found inside a metallic liner. The powder is unidentifiable but seems to efficiently absorb a variety of different gasses and liquids, in return releasing a breathable air mixture. The breathers are most often seen worn by 1st Division *Nachtjäger*, but are issued to other *Nachtwölfe* troops if serving in extreme conditions.

DER ADLER *(THE EAGLE)*

The Eagle is based on the Horten H.XVIII A, a long, blended smooth-wing aircraft with six jet engines buried inside the wing (designed to reduce its radar profile and thus make it harder for the Allies to detect). After receiving the project files for the Horten (secretly supplied by an aide of Hermann Göring's) *Nachtwölfe*'s aeronautical division implement several of their own developing technologies to improve on the design.

Der Adler has eight larger jet engines and a wing span almost three times as wide as the original Horten. The original H.XVIII A's wood and carbon anti-radar "stealth" construction properties have also been improved, and the infrastructure strengthened by the addition of the latest *Blauer Kristall* II material.

Once in flight, *Der Adler* lands infrequently, with access to the aeroplane then being achieved by *Luftwolf*, a jet-powered mini-zeppelin capable of carrying ten passengers plus a small amount of cargo. *Der Adler*'s bomb bay has sufficient room to fit a single *Luftwolf*, which is usually stowed with its airbags deflated. Der Adler must slow to near stall speeds to receive and deploy the *Luftwolf*, lowering a specially designed hook and line in order to "capture" the airship and pull it into the bomb bay when retrieving it.

At the heart of *Der Adler* is a locked room containing a strange contraption that resonates with a low hum, glistening with strange liquids and pulsating lights. Tubes run throughout the plane, feeding these disturbing fluids to distant parts of the superstructure.

Der Adler is armed with four MG131 *Hecklafette* HL 131V quad-mount turrets: one under each wing, one mounted dorsally behind the cockpit, and another lying ventrally aft of the bomb bay. Each gun is fed by a 300-round belt. In addition, *Der Adler* has three *Mauser* MG151/20 20mm cannons mounted in smoothly embedded gun positions: one in the tail and one each in dorsal and ventral turret positions forward of the cockpit. Both of these turrets are unique *Blütenblatt* (or "petal") designs to avoid interfering with the plane's anti-radar properties.

> At the heart of *Der Adler* is a locked room containing a strange contraption that resonates with a low hum.

With *Der Adler*'s huge cruising speed of 500mph (800km/h), and a maximum safe speed of 590mph (950km/h; although in an emergency it can push to 620mph (1000km/h) for brief periods), there are few, if any, Allied planes that can come within firing range of her, with the possible exception of the Gloster Meteor. As a result, *Der Adler* is most likely to be encountered as a fleeting glimpse in the skies (before, during, or after an attack), or in a heavily-guarded hangar during routine maintenance.

FEUERFLÜGEL

This experimental ammunition is capable of penetrating light to medium armour and explodes on contact with its target, sending incendiary-like burning material up to 20ft (6m) away from the point of detonation.

Designed to be used with the NW-*Jagdgewehr*-StGw43-A assault rifle (p.149), a single successful shot is usually sufficient to kill a human as it also sets the victim alight. If used against a hard target, the resulting explosion sends out a shower of incendiary fragments that ignite surrounding flammable objects within a 10ft (3m) radius. Usually this immolates any human unfortunate enough to be in range.

Thankfully for the Allies, this ammunition is still quite rare, and only infrequently encountered in the field.

Cth *Feuerflügel* ammunition inflicts 2D10 damage plus 1D3 fire damage. Any biological targets, including some Mythos creatures, also suffer 1D4 fire damage per round for 1D6 rounds, or until the fire is extinguished. Anyone within 10ft (3m) of a hard target struck by *Feuerflügel* ammunition, including all vehicles and buildings, must make a successful Luck roll or be struck by incendiary fragments for 1D3 damage.

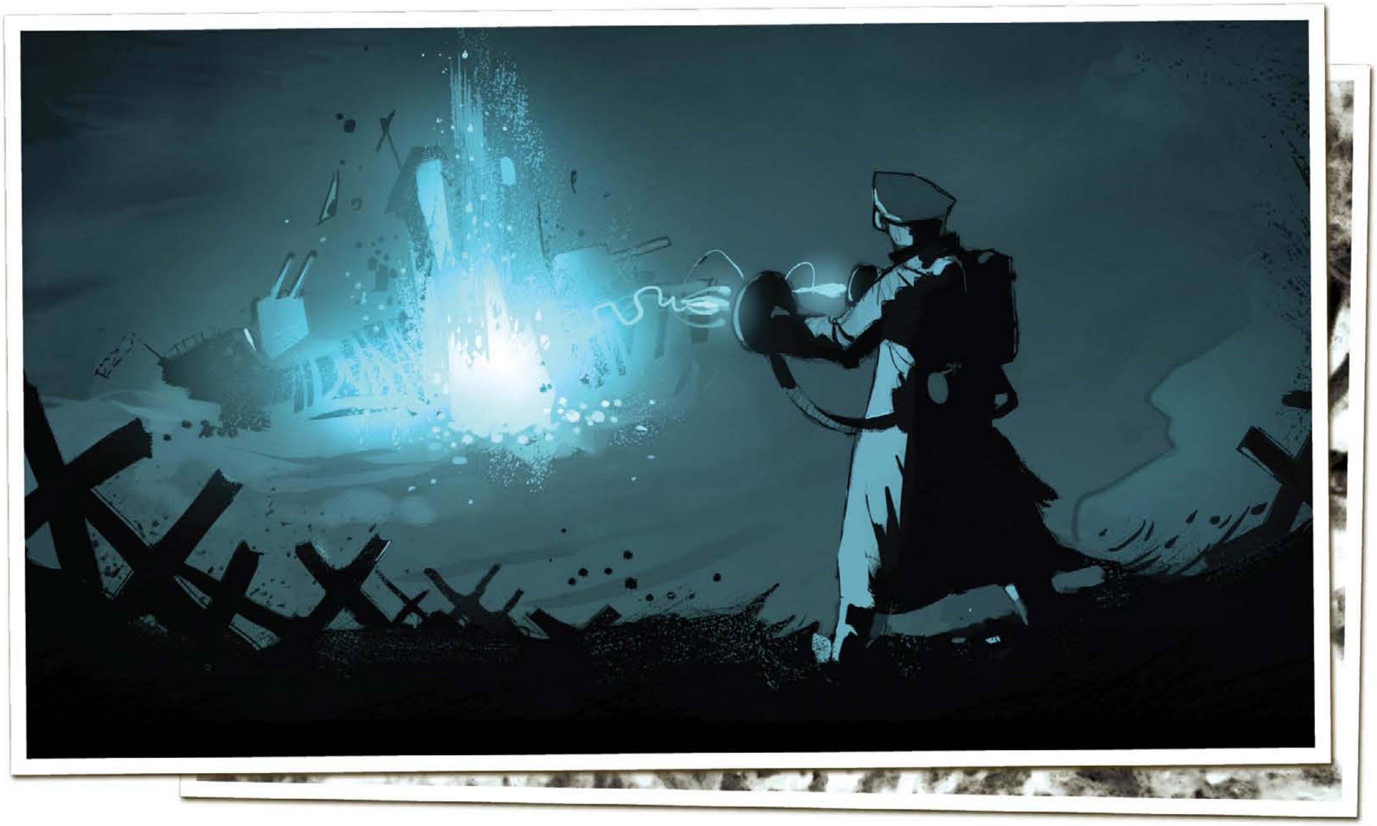
Anything flammable within the blast radius of the target has a 25% chance of being set alight. If a *Feuerflügel* round penetrates a hard target, such as a building or vehicle, the Luck roll to avoid the incendiary shards becomes *Difficult* for anyone inside and the chance of material being set alight is increased to 50%.

Sav This ammunition does 2d10 damage in a Small Burst Template, has an Armour Piercing value of 5, and is a Heavy Weapon. Biological targets directly hit burst into flames and take 1d10 damage per round. This damage has a cumulative penalty of -1 and as soon as the damage is reduced below 1, the fire has put itself out. Flammable items within the burst radius of the ammo has a 1 in 6 (on a d6) chance of catching alight.

FORCE PLATES

These are thick, studded plates of wrought iron infused with a fine, glowing "wire" lattice, attached to a sturdy hand-grips. A thick cable runs from each plate to a weighty power pack, worn in the manner of a rucksack. When not in use, the plates are worn clipped to the user's belt. A trained operator can expel "telekinetic" blasts through the force plates to varying effect. An experienced user can expel a shockwave from each force plate once per round.

If both plates are placed directly against the side of an armoured vehicle, the operator can establish a devastating



harmonic vibration that can render the crew inside unconscious. Using this attack temporarily drains the energy going into the force plates, preventing the user from employing another effect for two rounds.

By concentrating and focusing the energy through the force plates heavy objects can be lifted, but doing so causes a power drain. Picking up a vehicle weighing up to two-and-a-half tonnes – typically a jeep or truck – drains the power for two rounds; picking up a vehicle weighing up to forty tonnes, such as a T34 or Sherman tank, drains the power for four rounds; and picking up a vehicle weighing more drains the power for six rounds. Once held in this fashion, the force plate user can either move the vehicle a total of 33ft (10m) with care, or throw it up to 100ft (30m) away. The maximum weight an operator can lift and move with force plates is at the Keeper's discretion.

Those using force plates do not tend to use more mundane weapons, although it is usual for their *Nachtwölfe* operators to carry service handguns in case of battery pack malfunction. As insulated protective gloves are usually worn when utilising force plates, each handler is also equipped with a specially adapted heavy knife, known as the "Eisenstachel" ("Iron Sting"; 1D6/1d6 base damage), which has an enlarged grip and a thick ring attached to the knife's crosspiece. By inserting his thumb through this ring, a force plate user can maintain a hold on the weapon in spite of his gloves, and wield it if required.

Cth The most basic force plate attack is a simple focussed shockwave with a base range of 15 yards, which does 2D6+6 damage to 1D6 opponents. In addition, each opponent must make a roll on the Resistance Table, using the average of their STR and SIZ against the damage suffered. If the roll is failed, the target is knocked down but, if successful, the target remains on his feet and only takes half of the damage.

When attempting to strike against those inside a vehicle, the plates must be in direct contact with the target vehicle for the attack to work. Each member of the crew suffers 2D6+6 damage, and must make a roll on the Resistance Table using their CON against the attack damage. If this roll is failed, the crew member suffers full damage and is knocked unconscious for 1D6 rounds. If the roll is successful, only half of the damage is suffered and he remains awake. Anyone in a thrown vehicle suffers 5D6 damage, or half that with a successful Luck roll.

Sav Force plates do 2d6 damage in a Cone Template as their most basic attack. Those hit by the attack must make a successful Strength or Vigor roll, using the damage rolled as a target number (whether or not it inflicted injury) or be knocked prone.

When the force plates are used against a vehicle, the damage rolled is figured normally, but instead of wounds inflicts Fatigue damage instead. Those in a thrown vehicle suffer 3d6 damage.

IRON PLAGUE

This chemical weapon is discovered quite by chance while *Nachtwölfe*'s scientists are developing new metal alloys for their advanced aircraft and submarine programmes. Early experiments led them to investigate unusual materials recovered from an expedition to the Arabian Peninsula, and their potential reaction with various metals. As the first batch of one experimental compound was mixed with powdered iron it combusted violently, producing a cloud of oily grey smoke that proceeded to dissolve all ferrous metal enveloped within it, including the laboratory's steel frame and heavy blast door. Though the researchers conducting the test were killed when the laboratory subsequently collapsed on top of them, autopsies on their remains showed that their bodies appeared to be unaffected by the unusual cloud, leading to the powder's development as a potential anti-armour weapon.

The compound is delivered in a grenade-like weapon composed of two compartments. One contains the compound; the other holds powdered iron and an explosive charge intended to shatter the two compartments and ignite the resulting mixture. Once detonated, the explosive cloud expands rapidly to fill an area 20ft (6m) in diameter. *Nachtwölfe*'s goal is to begin industrial production of these weapons in the hope that they will prove particularly effective against the inferior metal used in Soviet tank production.

Cth Detonation of an Iron Plague grenade causes 3D6 Hit Points of blast damage to anyone within range. All ferrous metals caught within the cloud begin to dissolve and are reduced to a viscous slurry in 6 turns. Iron, steel, and stainless steel are ferrous metals; aluminium and copper are not. Thicker material, such as tank armour plating, will take longer to dissolve, but until the cloud dissipates in 3D6 rounds, they will continue to degrade.

Sav The grenade does 3d6-2 damage to anyone in a Large Burst Template and then proceeds to do 2d10 damage each round to any metal structures within the blast radius. This damage does not Ace, but it does ignore armour.

NW ARMOUR (CHEST)

This bullet-proof chest armour is made from the *Blauer Kristall* steel alloy developed by *Nachtwölfe*. Bullets fired at a target wearing this armour have a 50% chance of striking it as opposed to any other body location. A bullet impact results in a bright blue flash of light as the armour redirects the force of the bullet, meaning that the wearer only suffers half damage.

Cth Every time the armour takes a bullet hit, it has a 15% chance of shattering if made from the Mark I metal, and a 5% chance if made from Mark II. The armour also possesses the magical energy absorbing properties described on p.146. The armour redirects damage from melee weapons in a similar manner, and suffers the same shatter risk.

Sav Draw a card from the Action Deck each time NW armour is used. Mark I armour shatters if the card is a black face card, and Mark II armours shatters only if the card is an Ace or King of Clubs.

NW-JAGDGEWEHR-*STGW43-A ASSAULT RIFLE*

Having successfully developed the Shewolf *Maschinenpistole* for their commanding officer (p.103), *Nachtwölfe* scientists looked into evolving the technology further in order to produce a weapon that could be supplied to their troops in the field. By the time the scientists had sufficient quantities of *Blauer Kristall* to create such guns, they had settled on the *Maschinenkarabiner* 42 (*Haenel*) as the basis of their design.

With additional elements from the MP43 incorporated as field testing refines the weapon's capabilities, the StGw43-A looks like an oversized version of the StGw44 with a heavier, longer barrel and an eerily blue finish. Despite the presence of the crystalline alloy, the bulky weapon still possesses brutal recoil and, in the hands of those with insufficient strength and body mass, firing it has been known to dislocate arms and break collar bones.

Cth In game terms, the weapon requires a combined minimum STR and SIZ of 36 to use safely; anyone attempting to fire the weapon who does not meet this criterion suffers 1D4 Hit Points of damage.

Sav Those attempting to use the Jagdgewehr without the minimum d8 Strength must make a successful Strength roll or be Shaken.

The *Jagdgewehr* is used for the initial field tests of the *Zielgerät* 1229 infrared aiming device. Codenamed Vampir, the device consists of a large scope and an infra-red lamp. The lamp illuminates objects at a wavelength invisible to the human eye, whilst the scope allows the shooter to see the reflected lamp light, giving them the ability to locate and fire upon targets in the dark. The gun's distinctive blue muzzle flash does not interfere with the *Zielgerät*'s operation, although Stalkers (the gun's main users) are trained not to remain in the same place having taken their shot due to the weapon's very obvious tell to their location. Few StGw43-A retain the device thanks to the development of the *Anderssehér-Helm*. *Nachtjäger* snipers train regular troops to use the scope with the smaller StGw44.

> Due to the scarcity of the materials needed to produce these rifles, there are a limited number of them in service.

In addition, the *Jagdgewehr* StGw-43A can fire rocket grenades, turning the gun into an anti-materiel weapon. *Nachtwölfe* scientists have developed special rounds for this purpose, containing either Iron Plague (p.148) or the *Feuerflügel* compound (p.147).

Due to the scarcity of the materials needed to produce them, there are limited numbers of these assault rifles in actual service. Too cumbersome for standard use (even when not made from *Blauer Kristall*), the weapons are later reduced in size for the regular armed forces; unlike their predecessors, these weapons can only fire normal ammunition.

Table 8: German, Black Sun & *Nachtwölfe* Weapons and Equipment

HAND-TO-HAND WEAPONS

Equipment	Country	Available	Starting Skill^	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Kampfmesser 42 Knife	Germany	1915	CC/MW (Knife)	1D4+2+db	Touch	1	—	14	—
Luftwaffe Flight Utility Knife	Germany	1937	CC/MW (Knife)	1D4+db 1D3+db (Awl)	Touch	1	—	10	—
SS Dagger	Germany	1933	CC/MW (Knife)	1D4+db	Touch	1	—	12	—
Black Sun *Degen*	Black Sun	—	MW (Sword)	1D8+2+db	Touch	1	—	30	—
Riding Crop *"Die Blaue Reitgerte"*	*Nachtwölfe*	1937	MW (Club)	1D2+1D4	Touch	1	—	14	—

^CC = Close Combat; MW = Melee Weapon.

GRENADES & EXPLOSIVES

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Demolition Grenade	Germany	1924	Throw	11D6/8y	(STR-3)×3y	1	—	14	—
Smoke Grenade (NbG39)	Germany	1939	Throw	Smoke	(STR-2)×3y	1	—	8	—
Stick grenade (StG24)	Germany	1915	Throw	5D6/2y	(STR-2)×3y	1	—	8	—
StG24 *Splitterring*	Germany	1942	Throw	5D6/4y	(STR-2)×3y	1	—	8	—

HANDGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Luger P08 9mm	Germany	1908	Handgun	1D10	15y	2	8	8	97
Luger P08 7.65mm	Germany	1908	Handgun	1D8	15y	3	8	8	97
Walther P38	Germany	1939	Handgun	1D10	15y	2	8	8	99
Walther PP	Germany	1929	Handgun	1D8	10y	3	8	6	99
Walther PPK	Germany	1930	Handgun	1D8	10y	3	7	6	98
Shewolf *Machinepistole*	*Nachtwölfe*	1939	Handgun or Submachine Gun	2D8+2	30y	2 or burst	10/15	12	96

> YOU COULD GIVE YOURSELF A NASTY CUT IF YOU TRIED SHAVING WITH ONE OF THOSE *DEGEN* THINGS.
>
> -SGT. CARTER

HAND-TO-HAND WEAPONS

Equipment	Damage	Range	Min Str	Weight	Notes
Kampfmesser 42 Knife	Str+d4+1	Touch	—	2	—
Luftwaffe Flight Utility Knife	Str+d4	Touch	—	2	—
SS Dagger	Str+d4	Touch	—	3	—
Black Sun *Degen*	Str+d6	Touch	—	3	See p.144.
Riding Crop *"Die Blaue Reitgerte"*	Str	Touch	—	2	-2 Healing on all wounds caused and rolls to Unshake.

GRENADES & EXPLOSIVES

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Demolition Grenade	Medium	6d6	—	04/08/16	—	—	10	AP 3, Heavy Weapon.
Smoke Grenade (NbG39)	Large	Smoke	—	05/10/20	—	—	2	Smoke Grenade.
Stick grenade (StG24)	Medium	3d6-2	—	05/10/20	—	—	2	—
StG24 *Splitterring*	Large	3D6-2	—	05/10/20	—	—	2	—

HANDGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Luger P08	2d6-1	1	12/24/48	7	—	2	Semi Auto
Walther P38	2d6-1	1	12/24/48	8	—	2	Semi-Auto.
Walther PP	2d6-1	1	10/20/40	8	—	2	Semi-Auto.
Walther PPK	2d6-1	1	10/20/40	7	—	2	Semi-Auto.
Shewolf *Machinepistole*	2d8	1 or 3	12/24/48	15	—	12	AP 1, Auto, 3RB.

Photo: Unknown – Army Manoeuvres 1932 – Bundesarchiv, Bild 102-13869 / CC-BY-SA.

Photo: National Archives and Records Administration – Pfc. Robert Askew with the 3278th Quartermaster Company, examines overshoes which have been turned in. Overshoes proved their worth and helped prevent trench foot during the rains, 1944, NWDNS-111-SC-371005 – Public Domain image.

Even Carter couldn't complain about the size of that latest Nachtwölfe gun!

–Parker

Cth

RIFLES & SHOTGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Fallschirmjägergewehr 42 (FG42)	Germany	1942	Rifle	2D6+4	110y	1	8	11	99
Gewehr/Karabiner 43 (G/K43)	Germany	1943	Rifle	2D6+4	220y	1/2	10	12	00
Karabiner 98k	Germany	1935	Rifle	2D6+4	110y	1/2	10	12	00
Sturmgewehr (StGw44)	Germany	1944	Rifle	2D6+2	90y	1	15	10	98
Jagdgewehr StGw43-A	*Nachtwölfe*	1943	Shotgun	4D6/2D6/1D6	10/20/50y	1	6	10	00

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Maschinengewehr 34 (MG34)	Germany	1934	Heavy Weapons	2D6+4	120y	1 or burst	50/75 (drum-fed), 100/150/250 (belt-fed)	12	97
Maschinengewehr 42 (MG42)	Germany	1942	Heavy Weapons	2D6+4	120y	1 or burst	50 (drum-fed)	12	97
Maschinenpistole 38 (MP38)	Germany	1938	Submachine Gun	1D10	30y	2 or burst	32	10	98
Maschinenpistole 40 (MP40)	Germany	1940	Submachine Gun	1D10	30y	2 or burst	32	10	98
Mauser MG151/20 20x82mm cannon	Germany	1941	Heavy Weapons	3D10+5 +1D6 Explosion Damage	200y (400y mounted)	burst	120	15	98
Rheinmetall-Borsig MG131 13x64mmB machine gun	Germany	1940	Heavy Weapons	2D8+4	80y (160 y mounted)	burst	300	12	98

RIFLES & SHOTGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Fallschirmjägergewehr 42 (FG42)	2d8	3	24/48/96	30	d6	12.5	AP 2, Auto.
Gewehr/Karabiner 43 (G/K43)	2d8	1	24/48/96	10	d6	10	AP 2, Semi-Auto.
Karabiner 98k	2d8	1	24/48/96	5	d6	9	AP 2, Snapfire.
Sturmgewehr (StGw44)	2d8-1	3	24/48/96	30	d6	11.5	AP 2, Auto.
Jagdgewehr StGw43-A	2d8	3	24/48/96	30	d8	14	Ignores Darkness Penalties, AP 2, Auto, 3 RB, Single shot underslung launcher for special ammo with a range of 10/20/40. See pp.147-149 for further details on *Feuerflügel* and Iron Plague rounds.

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Maschinengewehr 34 (MG34)	Small	2d8	3	30/60/120	50	d8	27	AP 2, Auto, Snapfire.
Maschinengewehr 42 (MG42)	—	2d8	3	30/60/120	50	d8	22.5	AP 2, Auto, Snapfire.
Maschinenpistole 38 (MP38)	—	2d6-1	3	12/24/48	32	—	10	AP 1, Auto.
Maschinenpistole 40 (MP40)	—	2d6-1	3	12/24/48	32	—	9	AP 1, Auto.
Mauser MG151/20 20x82mm cannon	—	2d10	3	50/100/200	120	—	60	AP 2, Auto, May not move.
Rheinmetall-Borsig MG131 13x64mmB machine gun	—	2d8+3	3	50/100/200	300	—	37	AP 2, Auto, May not move.

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HEAVY WEAPONS & MISCELLANEOUS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Flammenwerfer (FmW) 35	Germany	1935	Heavy Weapons	2D6 +shock	30y	1	10	8	94
Flammenwerfer (FmW) 41	Germany	1941	Heavy Weapons	2D6 +shock	34y	1	10	8	95
Granatwerfer (GrW) 36	Germany	1936	Artillery (Indirect)	4D6/4y	250y	1/2	1	20	00
Panzerfaust 30K	Germany	1943	Heavy Weapons	3D6/1y	30y	1	1	10	00
Panzerfaust 30	Germany	1943	Heavy Weapons	4D6/1y	30y	1	1	10	00
Panzerfaust 60	Germany	1944	Heavy Weapons	6D6/1y	65y	1	1	10	00
Panzerfaust 100	Germany	1944	Heavy Weapons	8D6/1y	110y	1	1	11	00
Panzerfaust 150	Germany	1945	Heavy Weapons	10D6/1y	165y	1	1	11	00

Sav

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Flammenwerfer (FmW) 35	Cone	2d10	1	—	—	d8	60	Ignores armour.
Flammenwerfer (FmW) 41	Cone	2d10	1	—	—	d6	40	Ignores armour.
Granatwerfer (GrW) 36	Medium	2d8+1	1	50/100/200	1	—	31	AP 1, Heavy Weapon, May not move, Minimum range is 30.
Panzerfaust 30K	Small	4d8	1	10/20/40	1	—	10	AP 12, Heavy Weapon.
Panzerfaust 30	Small	4d8	1	10/20/40	1	—	10	AP 15, Heavy Weapon.
Panzerfaust 60	Small	4d8	1	12/24/48	1	—	10	AP 17, Heavy Weapon.
Panzerfaust 100	Small	4d8	1	20/40/60	1	—	10	AP 19, Heavy Weapon.
Panzerfaust 150	Small	4d8	1	20/40/60	1	—	10	AP 21, Heavy Weapon.

CUSTOM VEHICLES & WEAPONS

The weapons, vehicles, and equipment detailed above are far from an exhaustive list of those available to player characters and their enemies during the Secret War. Technological developments lead to constant tinkering with designs to improve all aspects of an item's function. It would be impossible to include a complete list here without sacrificing a great deal of useful gameplay advice and information, so instead we offer a simple primer for creating stats for weapons, vehicles, and devices, both historical and of your own creation.

First, look at the ***Call of Cthulhu, Sixth Edition*** core rulebook. On p.65 you will find an extensive assortment of weapons already written up for your convenience. A similar list of vehicles, ranging from a horse to an 18-Wheeler Semi-Truck, can be found on p.285, and there are numerous game supplements available for ***Call of Cthulhu*** which you may also find to be of use.

WARNING!

By no means does the author, nor anyone at Modiphius, Chaosium, or anybody else sensible recommend using a spray-can as an improvised weapon. DO NOT TRY THIS AT HOME! This example is for in-game purposes only.

Find an example that is closest in nature and design to the item you wish to develop and add or subtract hit points, damage dice, speed, passenger capacity, and so forth, until you are satisfied that you have approximated the vehicle or weapon you are seeking to add to the game.

EXAMPLE 1

How does your NPC Resistance Agent knock up a makeshift flamethrower? More importantly, how do you stat that up? One starting point is to use an aerosol spray-can of insect repellent. Such things are actually available as early as 1941 for US soldiers in the Pacific and North Africa to defend against malaria-carrying mosquitos, so this example takes only minor liberties with historical accuracy.

The stats for one particular type of flamethrower, the *Flammenwerfer* 35, can be found in the weapons chart on p.154, in the last section under "Heavy Weapons & Misc." The base chance of success for an unskilled person using such a flamethrower is 05%. It could be argued that an actual flamethrower is substantially more complicated than holding a match up to an aerosol can, so raise the base chance of operation, perhaps even as high as 20%.

Real flamethrowers are terrifying weapons able to hurl flaming liquids over 25 yards (23m) from the operator,

Photo: Unknown — Peenemünde V2 rocket, 1942 — Bundesarchiv, RH8II Bild-B0788-42 BSM / CC-BY-SA.

depending on the type. An aerosol can could, at best, set something on fire that is less than 3ft (90cm) away, and the spray being ignited disperses rather quickly. This range is not that much different to that of a hand-held weapon, such as a sword, and according to the rules a sword's range is "touch", so touch will also, therefore, be the range of our improvised armament. Even though it feels as if it should be a ranged attack, the reach of our aerosol can flamethrower is so minimal that it can hardly be classed as such.

The damage caused by a real flamethrower is 2D6+shock but, obviously, the damage caused by our improvised immolator can only be a small fraction of that: 1D3, for example. However, there is a very real chance that it could set light to whatever is being attacked with it. We can model that by having the user roll his Luck to see if he ignites the target. If successful, ongoing damage is indicated as the target continues to burn for, say, an additional 1D3 damage per combat round. The downside to this is that thrown fire should not really be used as a close-quarters weapon. When that zombie (who probably just wants a nice hug) catches fire, chances are he's going to set your character on fire too as he moves in for his snuggle.

There are two other last bits of business to attend to. Anyone who's ever used a spray can knows that the nozzle can get fouled, or the can runs out of propellant at the most inconvenient of times. Therefore, a malfunction rating of 90% would be appropriate. This also includes a chance for the can to set itself on fire, giving the user one combat round at best to throw the flaming object as far away as possible before it explodes in a fireball of shrapnel and burning gases. The can itself is difficult to damage without tools, but once punctured, the rapidly escaping gases will fracture the metal of the container, resulting in serious injury to the user and anyone else nearby.

When the zombie catches fire, chance's are he's going to set your character on fire too.

Finally: how long does the spray can last for? The capacity, or number of "bullets" for a flamethrower is ten, but that isn't really comparable to our spray can. The number of bullets could equate to one single combat, or a number of combat rounds. However, the odds are high that the can is not new, so some of the material inside will already have been expended. A constant stream from a spray can lasts a while if it is full, but after use over the course of several combat rounds, it is unlikely that sufficient propellant will remain for effective use later in the game. At the end of the day, though, this is a disposable item, so treat it as such. Being generous, let us assume that the propellant will hold out for however many combat rounds it takes for the current combat action to conclude.

Having taken all of that into account, here are the stats for our improvised, spray can flamethrower:

Equipment	Base Chance	Damage Done
Aerosol Spray Can Flamethrower	20%	1D3+special

Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Touch	1	Special	4	90

EXAMPLE 2

Suppose you need to stat up a vehicle for use in-game; let us say, for the sake of argument, a bulldozer, a vehicle with a remarkable number of uses besides knocking things down. You could use a basic, early-war tank profile as a starting point but let us assume that you do not have that information available. An alternative likely candidate to start building your bulldozer can be found on p.285 of the ***Call of Cthulhu, Sixth Edition*** rulebook: the 6-ton truck.

Max Speed	Handling	HP	Driver/ Passengers	Accel./ Decel
4	6	70	3 (cab)	×1

Working across the table, let us assess how appropriate the truck's figures are for our bulldozer. A bulldozer is not meant for anything like highway/motorway speeds, so its speed rating needs to be reduced, say from four to two, meaning that at full speed it is still faster than a walking human, but not by much. For our purposes, let us assume that the Handling of a bulldozer confers no bonus or penalty, so the Handling rating should be changed to zero.

Hit points are somewhat subjective, but a bulldozer is tougher than a truck, so its hit points should be higher, perhaps around 90. While not armoured like a tank, bulldozers need to be tough to push tons of dirt and rocks around all day long. A bulldozer is not meant for transport, so it only has one seat and no good spaces for another person to sit or stand while it moves, so the Driver/Passenger number needs changing as well. Accel/Decel is ×1. A bulldozer is not a high-performance vehicle, so changing gears is a bit ponderous, which is reflected by the ×1 figure.

So, after all that, our bulldozer has a profile that looks like this:

Max Speed	Handling	HP	Driver/ Passengers	Accel./ Decel
2	0	80	1	×1

The Blade is Mightier?

So how do we justify having the blade of the bulldozer have 100HP, when the entire bulldozer itself only has 90? If a sentient being intended to attack a bulldozer, it is unlikely that such a being would start by attacking the blade. The blade itself is almost separate from the tractor, and in most cases damage to the vehicle proper does little or no damage to the blade. Cripple the engine or the tracks of the vehicle, and the threat of the blade is neutralised. The blade is like a tool, and the tractor is like the hand that pushes it.

While the conversion is not completely accurate, precision is not strictly necessary for our purposes.

Three other factors could also be added to this profile to improve it, if you really wanted to: maximum load, strength of the vehicle, and a Hit Point ranking for the blade itself. A bulldozer weighs sixteen or more tons, so its effective pushing load would have to be considerably less, and certainly less than half the vehicle's own weight, making the maximum load something in the region of five to eight tons; while a vehicle of this sort could almost certainly push close to its own weight, those would not be optimal daily work conditions. Let us say the bulldozer's Strength is 60. This makes it stronger than five average men (at least!), and comparable in Strength to a Shoggoth, which seems reasonable.

It is highly likely in a game such as ***Achtung! Cthulhu***, that the blade of a bulldozer will get used as a weapon against other vehicles and/or large monsters rather than for its intended purpose. The blade, as a solid slab of 4-6" (10-15cm) steel plate, could likely absorb 100 Hit Points' worth of damage before even feeling faint.

But while the blade itself can absorb a very large amount of damage, the struts and hinges supporting that blade are its weak points, so with any attack that deals 20HP or more damage, a Luck check or an Operate Heavy Machine check needs to be made by the driver. If successful, nothing unusual happens. If the check fails, a separate Resistance check must be made to see if the blade's supporting struts break. The bulldozer's Strength rating will be the Passive Characteristic, with the attacking creature's Strength being the Active Characteristic.

Smaller creatures have no chance to stop a bulldozer, and while large and powerful entities may find it initially challenging, unlike many of them, a bulldozer cannot regenerate.

Savage Worlds has a fairly complete list of armaments, from medieval weapons to futuristic laser weapons. Finding one that suits your needs should be fairly simple, but do not be afraid of mixing and matching damage with range, rate of fire, and shot capacity. Sometimes all you need do is adjust the AP or fire rate of a weapon to create a terrifying new one.

WARNING!

By no means does the author, nor anyone at Modiphius, Pinnacle Entertainment, or anybody else sensible recommend using a spray-can as an improvised weapon. DO NOT TRY THIS AT HOME! This example is for in-game purposes only.

Savage Worlds also has a relatively exhaustive list of vehicles ranging from a horse and carriage up to, and including, a Semi truck and trailer. Find a vehicle that is closest in nature and design to the vehicle you wish to develop and add or subtract Toughness, Armour, Acceleration, Top Speed, Crew and Special Notes. Keep adjusting until you are satisfied that the finished vehicle is what you are seeking to add to the game.

EXAMPLE 1

Creating an aerosol flamethrower using ***Savage Worlds*** is pretty simple, should your Investigator suddenly find himself in need of one. Let us compare it to the *Flammenwerfer* 35; this weapon uses the Cone Template, does 2d10 damage, ignores armour and has a chance of setting its targets alight.

An aerosol spray can flamethrower would have a lot less range, do a lot less damage, but would still ignore armour and have the same chance of setting something alight. It would therefore have the following stats:

Equipment	Damage	RoF
Aerosol Spray Can Flamethrower	2d6	1

Range	Shots	Weight	Notes
2/4/8	2	1	Ignores armour, sets target alight on a 1 on a d6.

EXAMPLE 2

Bulldozers are quite handy things to have around—you never know when you might need one to shove something out of your way or—the perennial favourite—knock something down. To stat up a bulldozer in ***Savage Worlds*** we start with something big and fairly sturdy: a Semi truck. The Semi's usual stats are:

Acc./TS	Toughness	Crew	Notes
5/30	16 (4)	1+1	—

Looking at these stats, we need to adjust both the top speed and the acceleration. A bulldozer is not built to be driven down normal roads or highways, so let us reduce the top speed to 10; it is still going to be faster than a person, but not hugely so. It also won't be the fastest thing off the blocks, so we reduce the acceleration to 3. A bulldozer is also significantly tougher than a truck, so we should increase its Toughness to 20 (8). This is an arbitrary number, but it seems about right. A bulldozer only has one seat and no room for anyone else, so we reduce the Crew to one. Finally, a bulldozer is the very epitome of tough, so it has Heavy Armour; however, the driver is fairly open to the elements and may be picked off with a Called Shot. This is what the final stats look like:

Acc./TS	Toughness	Crew	Notes
3/10	20 (8)	1	Heavy Armour, driver exposed to Called Shots.

One may argue that the whole purpose of driving a bulldozer is to smash through things and to use the blade as armour. Here is how we can handle this:

- When ramming something, triple the speed of the bulldozer for damage inflicted upon objects, people, or other vehicles. The damage done to the bulldozer is figured at the actual speed of the vehicles involved.
- The blade has the same toughness as the rest of the vehicle (including being Heavy Armour) and adds a fifth wound to the bulldozer in certain situations. If the bulldozer is driving straight towards a threat, then the blade can be raised to shield the driver. Once a wound is inflicted upon the bulldozer, the blade is destroyed, but the rest of the vehicle remains unharmed.

There you go—a bulldozer. It is probably not very realistic, but it is cinematic and hopefully fun. It is big, tough, and will plough through many, many Nazis before it is finally brought to a standstill. A Shoggoth, though, will find it only a moderate challenge...

The grape vine thinks Nachtwölfe are developing something very big.
Let's find it so Bomber Command can go and say hello.

A. T.

CHAPTER 7

Into the Fray

"I never thought I should live to grow blasé about the sound of gunfire, but so I have."
- George Orwell

In case you hadn't noticed, there's a war on. Open combat is a dangerous place but there are times when it just cannot be avoided, particularly if your players have chosen characters who are members of the armed forces, or who are involved in covert operations on enemy soil. Although many Allied army units actually spent several years sitting about in training camps waiting for the chance to take on the opposition, other branches and services were in the thick of it almost from Day One.

This chapter, therefore, deals with how to handle the different types of combat situations that can arise during the course of a Secret War adventure, with the emphasis on roleplaying rather than number crunching. It collects suggestions previously found in the **Achtung! Cthulhu** supplements: *Three Kings* and *Heroes of the Sea*, as well as presenting new rules and strategies for aerial and ground combat. Simple rules for vehicle chases and combat are provided on pp.284-285 of the **Call of Cthulhu, Sixth Edition** core rulebook, which can also be used for people attacking vehicles and vice versa, taking into account all relevant weapon and speed statistics.

AERIAL COMBAT: DOGFIGHTS

Aerial combat is all about advantage: speed, positioning, skill, and luck all play a part in gaining that advantage during a dogfight—after all, even the best pilot can be shot down! The most skilled pilot usually wins out, but many other factors can neutralize that all-important single edge. Fighter planes are fast and may be able to evade their enemy through sheer speed and manoeuvrability. Bombers and spotter aircraft are slower and more ponderous than fighters, and are therefore highly vulnerable to attack from them. Bombers tend to have armour and several gunnery positions, compensating for some of the disadvantages caused by their lack of "oomph".

In potential combat situations, pilots begin by making Spot Hidden checks to see the other plane. The sky is vast, and clouds, the relative position of the sun, and differences in altitude between the two planes can obscure visibility. If only one pilot has spotted the other, he has a tremendous advantage and can manoeuvre into the best position, potentially even attacking by surprise. If both spot each other

Achtung! Cthulhu Skill Difficulties

There will be certain situations in an ***Achtung! Cthulhu*** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. In such instances, the skill's percentile value is temporarily modified. If the challenge is easy, but there still exists the chance of a mishap, the skill's value is doubled. However, if the challenge is difficult, the skill's value is halved and rounded down. For example, an investigator with Spot Hidden 30% faced with an *Easy* Spot Hidden check would roll against an enhanced value of 60%, but against one of only 15% if facing a *Difficult* Spot Hidden roll. This modification can also be applied to Idea or Know rolls.

The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

simultaneously, manoeuvring to attack can begin in earnest, following the guidelines on p.284 of ***Call of Cthulhu, Sixth Edition***. If neither spots the other, the planes may soar off without ever engaging.

Determining Advantage

First, have the pilots involved compare their speed, altitude, skill, and Luck to see who has the greater edge (for aircraft speeds, see the Vehicle Table on pp.134-135; for operating altitudes, see the descriptions in Chapter 6: Aircraft, pp.121-126). Whichever pilot has the better of two or more of these factors is considered to have the advantage for this round of the dogfight. The player with advantage gains a bonus +20% to any rolls made during this round, including Pilot (to manoeuvre or shadow) and any relevant gunnery skill (to attack).

If at any time the pilot with advantage rolls a Critical Failure (96% or higher on any skill roll), that pilot loses his advantage as he attempts to clear the gun jam, correct course after a sharp gust of wind, or whatever other aircraft-related mishap may have befallen them. Advantage now transfers to the other pilot, who must decide whether to break off and escape, to turn and attack, or to manoeuvre for better position.

Manoeuvre

Pilots can attempt to manoeuvre, either to avoid an attack or to shift advantage. The variety and specific details of aircraft manoeuvres are too complicated to detail here; suffice to say that skilled, successful manoeuvring can mean the difference between being raked by machine-gun fire without a chance to respond in kind, and evading an opponent of superior position.

Attack

A pilot with advantage may choose to shadow an opposing pilot, going last in the turn and reacting to the other pilot's manoeuvres. If the two planes are within gunnery range, the trailing pilot can fire on the leading pilot. The trailing pilot must choose which skill to apply the +20% bonus to: Pilot (to maintain position), or the appropriate gunnery skill (to improve chances of a hit).

If it seems reasonable that an enemy aircraft falls into the arc of fire of a gunnery position, for example behind a plane with a rear gunner then, provided the gun is manned and operational, it can be used against the hostile target. The attack roll is made using the character's relevant gunnery skill, although if the pilot has the disadvantage in the combat, the action becomes *Difficult*.

Table 9: Attack Vector Hit Location

Direction	Roll D100	Location	Roll D100	Location
Front	01-70	Engine	71-00	Pilot
Rear	01-50	Rudder	51-80	Fuselage
Side	01-70	Fuselage	71-90	Rudder
Above	01-70	Wings*	71-90	Fuselage
Below	01-70	Wings*	71-95	Fuselage

*Treat as damage to both engines and wings when dealing with multi-prop planes.

Table 10: Flying Creature Handling

Creature	SIZ	Handling	Speed (flying)
Byakhee	Av. 17-18	0	20
Nightgaunt	Av. 14	0	12
Shantak	Av. 50	0	30

Pilots shadowing an opponent have the tremendous benefit of being able to react to their target's actions. A pilot attempting a fly-by attack has no such benefit, as he is moving in a more reckless fashion. The act of passing by the target also surrenders any combat advantage (i.e. the +20% skill bonus), requiring the attacking pilot to both reacquire their target and to gain combat advantage once more as well. While the attacking pilot is turning around for another attack pass, the target can just as easily slip into the clouds and become effectively invisible. A more aggressive target might chase the attacker, with the hunter now becoming the hunted.

A fly-by attack is also more tricky: the firing window is smaller, as the plane comes into and then passes out of effective firing range quickly, so as well as losing combat advantage, any gunnery skill rolls also become *Difficult*. Shadowing allows for an extended period of attack, improving chances for a hit against the target. Fly-by attacks tend to be made when the attacker is outnumbered by defenders; though the success rate may be lower, fly-bys also reduce the chances of hits against the attacking plane(s). Shadowing attacks are more prevalent when the attacker has the luxury of time to ensure a solid kill.

Many such creatures—Hunting Horrors for example—are resistant to damage from bullets, and are extremely dangerous at close range.

When a plane is being attacked, the first thing needed is the attack location. To determine this, check Table 9: Attack Vector Hit Location, taking into account how the planes are approaching each other. If the attacking vehicle is behind, damage will accumulate on the tails and fuselage, and may creep up to the pilot. Damage done from underneath will likely target the wings, but the fuselage may also be hit. Damage to the pilot is calculated separately from damage to the plane.

Once a plane has lost all hit points for one sector, that sector is practically destroyed which may, in turn, cause the plane to crash. Full damage to the rear makes the rudder inoperable, with a -20% penalty to the Pilot skill for any manoeuvre (including attempting a safe landing). Maximum damage to the wings will remove the wing and, depending on the type of plane, could destroy the engines as well, either of which will result in a crash. Maximum damage to the front could also destroy the engine, forcing the plane to stall then crash. Unless there is another crew member who can take over the controls, the plane cannot avoid crashing if the pilot is killed.

Pilots have the option to jump for it if their plane suffers fatal damage. To bail out safely, the pilot must make a successful Luck check to see if he can get out of the plane in one piece, and another to land without injury. Parachutes suffer from a 90-00% Malfunction rating: in such a case, the chute fails to open, with catastrophic results. Allow the pilot one final Luck check to untangle and deploy the parachute by hand if this occurs.

ATTACKS VERSUS FLYING CREATURES

Pilots attempting to strafe flying creatures soon discover that they are substantially more manoeuvrable than any plane of the period, though perhaps not as fast. Many such creatures—Hunting Horrors for example—are resistant to damage from bullets, and are extremely dangerous at close range.

Potentially even more dangerous to engage in mid-air are spell-casters riding flying creatures; some suggested examples of unusual mounts can be found in Table 10: Flying Creature Handling. As long as the spell-caster is telepathically linked to his mount, he can focus on returning fire while his mount acts independently to evade and manoeuvre, giving the pair an advantage a fighter pilot typically does not have: undivided attention to each of their tasks. However, if the rider is not telepathically linked to his steed, every attempted skill check becomes *Difficult* as he cannot predict what his steed's movements will be and therefore cannot concentrate fully on any other task.

For every three full points of size below 30, the flying creature loses one point each of Handling and Speed for carrying a human-sized burden. Creatures below size 10 cannot even attempt to carry something as large as a full-grown human being.

Escape

Escaping by plane is not as simple as it seems. Clouds and storms can aid in escape by providing cover but can also hinder visibility, and even create hazards of their own in a time before radar is typically available to a pilot. Radar is a common land- and sea-based detection method during the war, so escaping from behind enemy lines could be problematical as pursuers can use either the Spot Hidden or Track skill to follow a plane, and can be aided by radar installations and successful use of the Radio Operator skill, with information provided via radio contact to help maintain the hunt.

Fighter planes are fast. Bombers and smaller, non-combat aircraft are much less so. Escaping from a fighter plane in something other than another fighter plane is difficult, and requires considerable skill at piloting plus a great deal of luck. If the plane has been hit by shrapnel or bullets it may be trailing smoke or fuel, which will make it much easier to follow in daylight, giving a +30% bonus to all pursuit rolls.

At night, things are different. Planes of the period do not utilize running lights for obvious reasons, so avoiding both detection and pursuit in the dark is substantially easier. Radar still functions at night and planes do make a lot of noise, so tracking them in the dark is far from impossible. Searchlights on the ground and on ships also help to illuminate flying targets, improving the chances of successful attacks as well as aiding in pursuit. The position of the moon and cloud cover will have an effect on visibility; most air attacks conducted by night require either good cloud cover or very little to no moonlight to improve the chances of success.

FIGHTING AGAINST TANKS

Investigators will occasionally encounter situations where they must oppose one or more tanks, either on the field of battle or as part of some clandestine operation. If the investigators have a tank of their own, the odds are closer to even. If not, they have their work cut out for them.

Tank versus Tank Battles

FIREPOWER

Tanks typically deploy short range artillery as their primary weapon. Shells fired by tank guns are designed to focus their explosive power in a small area to penetrate heavy armour, and to blast anything inside the opposing vehicle to powder. As a result, they tend to have a smaller blast radius than more conventional explosives. With that relatively small blast radius, the tank's gun is less effective against massed artillery; if all else fails, you could attempt to use the tank like a steam roller against an artillery position, but this really is a last ditch strategy. However, against vehicles, structures, and other large targets, the tank's gun is extremely effective. Like their smaller counterparts, tank guns vary in calibre and range, and with the exception of some early war models, most share the same basic profile as the 75mm Field Gun from p.65 of the ***Call of Cthulhu, Sixth Edition*** rulebook:

Equipment	Base Chance	Damage Done
75mm Field Gun	01%	10D6/2y

Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
500y	1/4*	Separate	40	99

*One shot every four combat rounds.

TACTICS

Tank battles involve manoeuvring, speed, and brute force. Tank tactics resemble cavalry tactics: ride in, strike hard from the flank or rear, and either kill all of the enemy or get out before they can counter-attack.

When opposing tanks do encounter one another, initial positioning is important. Since the heavy firepower of many tanks can be lethal with only one shot, being in a position to fire first is vital; timing and aim are also important factors. Most early-war tanks tend to have their thickest armour in the front, expecting to go toe-to-toe with another tank. Later, lighter tanks are developed that sacrifice armour for speed, and these are highly successful, both at avoiding being hit and at hitting enemy tanks in the flank or rear where their armour is weaker.

The sloping armour developed prior to the war and improved as the conflict continues means that many explosive rounds are deflected and detonate away from the tank itself, causing minimal damage. The weakest spot on tanks tends to be underneath, which many Allied tankers discover to their horror in the Bocage of Normandy. As the tanks ride up over these small, shrub-encrusted hillocks, enemy soldiers and tanks on the other side fire rounds into the briefly exposed underside of the Allied Shermans with devastating effect. Conditions such as these are less likely on the majority of battlefields around the world.

Occasionally, manoeuvring is not an option. In such cases, heavier tanks are called up to take the brunt of the punishment while the lighter tanks wait for an opportunity to strike. For tanks without turrets, the direction of the attack can mean the difference between life or death, but

because of the rotating turrets of many tanks, the direction from which an attack comes does not truly matter as they have a 360-degree arc of fire.

Probably the best targets on a tank are the tracks, or treads, of the vehicle. Without them the tank cannot move, becoming little more than a target that can shoot back. If the tank has a turret, its 360-degree arc of fire is highly dangerous, but without movement capability it is more vulnerable than usual, and if disabled at the right location a tank thus crippled can block the progress of a convoy or the path of advancing troops.

A tank has one other attack it can rely on in close combat: pushing or ramming. If close enough, pushing another tank over or ramming it could be useful. This may also cause damage to the ramming tank, and should only be considered in desperate situations.

Infantry versus Tank

Anti-tank weapons are effective against tank armour to varying degrees. The German *Panzerfaust* and *Panzerschrek* (p.141), and the American Bazooka, are specialised grenades with sufficient firepower to pierce such heavy armour, but it frequently takes more than one shot to disable a tank, particularly against late-war armour. The British PIAT gun uses a spring-powered launching mechanism to fire a grenade; it has reasonable armour penetration versus early war tanks but is only effective at close range.

Besides potentially weaker armour to the rear or sides, tanks are vulnerable to infantry in that they have many blind spots. Tanks have only small portholes with which to view the ground ahead, and when not in a combat zone, the tank commander will often ride with his head and shoulders sticking up from the turret hatch to get a better view, as well as some fresh air. Not being able to see much means infantry can get close enough to attach mines or improvised explosives directly to the tank, with the crew inside none the wiser until it is far too late.

Improvised explosives can also be used to disable a tank. Range is, by necessity, very close and involves lighting a fuse then throwing the bomb at the tracks in order for the explosion to cripple the tank. A successful Mechanical Repair or Chemistry roll is needed to assemble the device, while both a successful Throw and Luck roll are required to insure that the explosive hits the targeted area, rather than exploding in the thrower's hands. Simple hand grenades are typically not powerful enough to do serious damage to a tank, though if an armed grenade can be inserted into the compartment with the crew, the effect would be just as crippling for the tank's operation as that of larger explosives.

Useful Skills for Tank Battles

Artillery (Anti-Tank, Direct Fire, Indirect Fire), Combat Engineer, Drive Tracked, Demolitions, Heavy Weapons (Anti-Tank Mines, Anti-Tank Weapons), Military Doctrine, Radio Operator, Spotter (Firing Solutions, Forward Air Control, Forward Observer), Tactics.

ORDNANCE & MINES

Artillery

Artillery and mortars operate by dropping explosive shells from a distance. They are termed "indirect fire" weapons, because they are used against targets which are not in the attacker's direct line of sight. Indirect fire weapons are most effective in a group referred to as a battery, because a battery can take advantage of overlapping fire effects to ensure that nothing can get through the area it is targeting. Since batteries are some distance from the actual battle, they generally require a forward spotter to relay information back to the artillery crews by radio, informing them of the location and speed of the targets, and suggesting adjustments to the firing trajectory to improve chances of a direct hit.

Artillery is difficult for infantry to combat directly. For the most part, artillery batteries will be far from the characters—perhaps as much as a mile for land-based artillery, or if the action takes place near a coastline, up to twenty miles offshore from a battleship or cruiser. Aerial attack, or a counter-battery of friendly artillery, are the most effective ways to deal with artillery that is harassing infantry or tanks, but in the absence of either of those, digging a hole to hide in is literally one of the most effective way to avoid artillery fire. Artillery cannot operate very successfully without a spotter, so an alternate strategy of neutralizing the spotter can also prove effective—at least in the short-term. At night, flares are fired over the target area to provide light for the spotters to locate potential targets. Little short of very wet weather can interfere with flares.

Tanks are typically not as well armoured on top as they are on the front, back, and sides, so there is significant potential for artillery and mortars, if they hit a tank directly, to cripple or destroy the tank with a single shot. Again, the accuracy will depend on the combined skills of the crew and the spotter.

Mines

Land mines are used against tanks and other ground vehicles, and are most effective at damaging or destroying them when deployed secretly. Mines have a certain level of effectiveness even when their location is not so secret; tanks, and infantry, avoid known minefields until engineers are able to mark and clear a path with metal detectors. This avoidance can buy extra time, or create a strategic bottleneck that can be exploited by a small force to pin down a larger one. Anti-tank mines are often little threat to infantry, as they require a larger amount of pressure than that provided by a human footfall or the presence of large quantities of metal to bring about detonation. Anti-personnel mines are less picky, and wooden mines, constructed from non-metallic materials and nearly undetectable, are frequently used mixed in with more conventional mines to increase their effectiveness, both as weapons and deterrents.

A minefield is difficult to navigate. Most mines are metallic, and can be located by the use of a metal detector. Those which are not metallic are no less deadly, but are far harder to detect. Infantry cutting through a minefield are taking an enormous risk, but the risk to all can be mitigated by following in the steps of the lead person, slowly, and spaced a number of yards apart, just in case.

Bulldozers with heavily armoured blades can be called in to clear land mines, but they are not able to do so until the fighting has moved out of the area. Tanks are occasionally equipped with minesweeping devices, and these tanks are called in to clear minefields ahead of an advancing column. The minesweepers consist of variations on a spinning axle with numerous metal chains attached, or an armoured, reinforced bulldozer blade. The chains sweep the ground like the bristles of a broom, detonating anti-personnel mines out in front of the tank where little damage is done. In situations where this specialised equipment is not available, engineers with metal detectors can locate and detonate anti-tank mines safely, clearing the way for tanks to advance (although this is a much slower process).

In minefields with mixed types of mines, some losses are to be expected. In a pinch, less sentimental investigators may elect to drive cattle or other animals through a minefield, following in their tracks at a respectful distance.

To deploy a mine, the investigator must successfully make a Conceal or Fieldcraft check to bury the device in a spot so that it is both well hidden and likely to be detonated easily, followed by a successful Combat Engineer or Demolitions check to activate the device.

Attack From Above

Bombing runs conducted by high-altitude aircraft tend to be concerned with "big picture" goals rather than delicacy and precision. Even if precision is required, hundreds of bombs are dropped over an area to improve the chances of hitting a specific target, causing horrendous damage as a by-product. Destroying a factory, bridge, or railway line can prevent parts and goods from contributing to the war effort until said structure can be rebuilt.

Fighter planes that also carry small bombs are much more likely to attack individual targets, such as a tank, and to improve accuracy the plane flies low and makes a direct run at the target. Convoys are a favourite objective of such single bomb drops as, by running in a straight line along the convoy, the plane (even if it misses the primary target) has a good chance of hitting something and possibly bottling up the rest of the convoy behind the disabled vehicle.

In game terms, the use bombs, bomblets, and torpedoes is governed by the Artillery (Aerial) skill (see p.86, *Achtung! Cthulhu: the Investigator's Guide to the Secret War* for more details).

BUNKERS & OTHER HARD TARGETS

Bunkers and fortified gun emplacements are tough nuts to crack! In the case of gun emplacements, they are placed strategically to command a sweeping arc of fire over the area they guard. The only way to conquer them is either to rain artillery shells down on them until the accumulated damage cracks open the pillbox, or to advance from cover to cover until close enough to toss grenades in through the small firing ports. A night approach makes this type of assault more survivable, but the investigators may not have the luxury to wait until after dark. Once the personnel inside have been dealt with, entering a pillbox is simple, though may require additional effort as the door is likely to be locked or barred from the inside. More elaborate installations can include a series of concrete trenches or underground tunnels connecting several gun pillboxes, plus minefields and machine gun nests.

Bunkers are even tougher to infiltrate or destroy. They are concrete and steel fortresses buried underground with limited, well-disguised access points which will be heavily guarded, even if not obviously so. They are invariably difficult to enter without passing through security checkpoints galore, and are likely to contain any, and quite probably several, of the following: high-ranking officials, items or individuals the government does not want found, secret meeting rooms, experimental laboratories, things the government has not yet learned to control, and/or supplies in case the worst should happen and the flower of the nation must take cover to ride out an invasion.

Destroying such a facility takes a great deal of explosive power and the time necessary to set it all in place for maximum impact. Bunkers tend to be far behind enemy lines so having enough time and sufficient supplies to do the job will be challenging in most cases. Destroying critical portions of the installation might have to be good enough. The mission might also include retrieving certain items or persons from the bunker, further complicating any attempts at escape.

ABOVE US THE WAVES

While naval battles between ships can be handled using the vehicle combat rules already mentioned, an ever present threat whilst at sea is provided by the wolf pack, Admiral Karl Dönitz's feared U-boat patrols. There are several types of combat which a submarine can engage in. The most obvious is attacking a surface vessel, which it can do either whilst surfaced or submerged. As making yourself visible by surfacing is a dangerous thing to do during the hours of daylight, submarines tend only to use this tactic when attacking at night, thereby protecting themselves from aerial and shipboard observers.

Bunkers tend to be far behind enemy lines so having enough time and sufficient supplies to do the job will be challenging.

Under these conditions, standard vehicle combat rules apply, although the submarine will have an advantage as long as its position remains undetected. However, torpedoes leave a wake of bubbles which can be identified with a successful Spot Hidden roll (a *Difficult* skill check if attempting at night) and, if noticed, the pilot of the target vessel can attempt to take evasive action using an appropriate Pilot skill. Alternatively, the sound of a torpedo's propeller can be heard through a ship's hydrophone on a successful use of Radio Operator (Sonar). Due to the crudity of the technology, this also counts as a *Difficult* skill check. For details on how to use the Torpedo skill, please see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.95.

Submerged U-boats can be detected by ASDIC (early sonar), but can only be attacked by either surface vessels carrying depth charges or, from 1943 onwards, by an aerial anti-submarine torpedo (basically an acoustic homing depth charge). Use of depth charges requires a successful *Difficult* Artillery (Anti-Submarine Weapons) skill check, unless the submarine has been targeted by a successful Radio Operator (Sonar) roll, making the roll *Normal*. There are records of successful submerged submarine versus submerged submarine engagements during the conflict, but these are exceedingly rare.

Useful Skills for Hard Targets

Artillery, Climb, Combat Engineer, Demolitions, Disguise, Fieldcraft, Heavy Weapons, Locksmith, Mechanical Repair, Sneak, Spot Hidden, Spotter (Firing Solutions, Forward Air Control, Forward Observer), Tactics, Throw.

PLAYER CHARACTERS IN BATTLE

If the characters are soldiers, the odds of them being involved in battles of one sort or another during the time period from 1933-1945 are extremely high. However, if the characters are on a covert mission, they should be taking great care to avoid unnecessary military entanglements. There may well come a time, though, when involvement in a battle becomes inevitable, and the following section provides options for tackling skirmishes.

Avoiding Combat

If investigators are attempting to bypass open conflict, or cross an active battlefield without being spotted, each can make a POW×5 Luck roll to avoid detection, or use skills such as Fieldcraft or Sneak, whichever is higher. Such rolls can be modified by the prevailing conditions and by the use of other skills, such as Command and Tactics. Only one

Command and one Tactics roll can be made for the group as a whole, although both do not have to be carried out by the same person.

Successful Fieldcraft, Luck, or Sneak rolls mean that the investigator has made it through the combat zone undetected. Failure results in the character taking 1D6 damage as a result of a battlefield injury, and he must roll again. If the roll is Fumbled (a Critical Failure), then the investigator is now embroiled in an active firefight.

Combat Options

Mass combat can be challenging to simulate within the confines of a roleplaying game. To keep things simple, the investigator's basic options during combat are:

- Attack
- Flee
- Manoeuvre
- Hide/Take Cover

In Attack, combatants use their fighting skills to overcome an opponent. To Flee, investigators must make a successful DEX×3 roll to leave the battlefield. The investigator has the option to Dodge the first attack made against him without penalty or, to improve his chances of escape, he can sacrifice the Dodge in return for rolling DEX×5 for his initial Flee roll.

In Manoeuvre, guile and cunning are crucial, as are skills that help to achieve the optimal vantage point from which to attack, defend, or observe the opposing forces. Skills such as Fieldcraft, Hide, Sneak, and even Disguise, plus Climb, Swim, Jump, and Drive, can be critical to avoid detection by enemy forces, or evade them once discovered. Many of these same skills come into play if selecting the Hide/Take Cover option as well. Successfully finding cover gives the investigator 20 points of armour, as long as he remains motionless; otherwise, the armour protection given by hiding in cover is +1D10. Fieldcraft/Hide rolls can be modified by a successful Command or Tactics roll.

Encounters During Combat

Typically, the investigators' involvement in pitched battles can be abbreviated to a Keeper-narrated montage and a single encounter—perhaps a turning point or other decisive moment in the battle. The Keeper should feel free to adjust the scale of the encounter to reflect the strength, equipment, and capabilities of the investigators.

Encounters during combat can be many and varied, but boil down to one of two outcomes: encountering an inferior force, or a superior one. Successful Spot Hidden or Tactics checks, paired with successful attempts to escape or hide, can be used to avoid encounters against superior forces, as discussed above. Consult Table 11: Hostile Force Encounters to determine the number and capabilities of any force the investigators stumble across during an armed conflict. For added realism, and to increase the level of challenge, infantry squads can also be equipped with support weapons, such as the MG 42 or BREN gun.

Table 11: Hostile Force Encounters

D100 Roll	Encounter
01-25	2D6 infantry, armed with rifles
26-35	2D6 infantry, including submachine gun
36-45	2D6 infantry, including anti-tank weapons
46-55	2D6 infantry, including officer and sniper
56-65	3D6 infantry, including officer, submachine gun(s), anti-tank weapons, and sniper
66-75	Fixed, heavy machine gun emplacement, plus 2D6 infantry with rifles, mortar, anti-tank weapons, and officer
76-85	Tank, plus 2D6 infantry with rifles
86-95	Supply truck, plus 1D6+2 infantry with rifles
96-98	Convoy, including 1D6 tanks, 1D6 trucks, scout vehicles, and 3D6 infantry with rifles and submachine guns
99	Roll twice on this table, ignoring any result over 95
00	Roll three times on this table, ignoring any result over 95

Stirring Words

If the investigator tries to inspire the troops on the eve of battle, allow a skills test from one of the following: Fast Talk, Persuade, Psychology, or Perform. If successful, consider allowing a bonus of +10% to the Luck rolls of all allied investigators or NPCs during the duration of the battle.

TAKING COMMAND

In any combat situation the highest ranking officer is in command. On occasion, this duty may fall to an investigator. If untrained in military strategy and tactics, or if just plain unlucky, the decisions of the investigator in command could prove to be disastrous. Having a solid NCO available who can gently and respectfully make suggestions or discreetly offer advice can help to keep the situation from getting out of hand, while still allowing the investigator to remain competent in the eyes of the soldiers he is leading.

Any non-military personnel are expected to follow the orders of the ranking officer, unless it has been established prior to the mission that a civilian is calling the shots. Even then, if the investigators seem indecisive or make poor decisions, the ranking officer may usurp command for the safety of all, whether they are truly justified in doing so, or not.

In the Air

If the investigators are leading an air raid, briefings before the fact are essential so that every team member knows what their part of the mission entails. Radio contact is enormously helpful, but being under fire has a tendency to damage fragile radio parts. Likewise, who knows what experimental equipment is being used behind enemy lines? It could be

Idle Hands

In any air combat situation, the Keeper should ensure that the players are kept busy and that the tension is high. Interrupt players' discussions with potential sightings of enemy craft (including a few false ones), garbled radio broadcasts, navigation adjustments, or instrument readings that need attention. The action will be fast and furious when it happens, so keep a tight lid on extraneous conversation so the players are focussed on their mission and their duties.

Table 12: Troop Quality

D100 Roll*	Troop Quality Rank	Troop Quality Skill
01-25	Green	20%
26-70	Regular	40%
71-90	Veteran	60%
91-00	Elite	80%

*Percentile ranges can be altered to reflect the time period in which the game is taking place. At the beginning of the conflict, Allied troops have a larger number of Green units compared to Regular, and compared to German forces. As the war progresses there will be also be more Veteran troops, although the number of Elite troops always remains relatively small.

something that interferes with radio waves, making it vital that everyone knows their role before taking to the air.

In dogfight situations, allied planes are expected to lend a hand when another pilot is in trouble, especially if he is under attack, unless otherwise directed by the parameters of the mission. If drawing off enemy fighters is the role assigned to an investigator or NPC to ensure that the mission has a greater chance of success, rescue, or even help, may not be part of the equation for that character—basically, he is on his own.

When commanding a bomber crew, making sure that each individual is clear on the nature of their role is, again, of vital importance. Also crucial is making sure that if any crew member falls, others can take up the slack and cover the fallen character's key tasks. If their fighter escort is drawn away, the bomber crew will have to defend itself until the fighters return, and anyone not actively controlling the plane will be expected to man the guns, tend the wounded, and so on. This also means keeping a sharp eye out for incoming attack planes and anti-aircraft fire from the ground, and not doing foolish things that will result in getting yourself, or your crew-mates, killed.

> The ocean is vast and mostly empty... it can take time to find anything or to get to places.

All at Sea

Commanding a ship, or group of ships, is slightly different. Except for the hottest of combat zones, the build-up to the action is generally quite slow. Players should be encouraged to pick an activity or project they will work on that day, and be given a few skill rolls to accomplish or advance the project in order to pass the time. This will also help give the impression of time spent without slowing the game down too much. The ocean is vast and mostly empty, and even with advances in shipping, radar, and sonar, it can take time to find anything or to get to places, particularly distant ones.

If the mission involves a land target, then avoiding floating or tethered mines, submarines, and land-based artillery are all potentially part of the deal. Aircraft are certain to be launched in a defensive capacity, and those with the capability to drop bombs can wreak havoc on any vessel, no matter how well-armed and armoured it is. Other ships are likely to prove an obstacle as well. If allied support vessels are included in the mission parameters, a frontal assault can be successful. If not, the investigators may need to use subterfuge, or launch a discrete landing party to take on most of the burden of the mission.

On the Field of Battle

It is possible to run battlefield engagements on a larger scale, such as at the unit level rather than the individual level, for example when an investigator has taken control of a squad or platoon using their Command skill. The following mechanic can be used to play through such encounters without becoming bogged down in too much detail.

Treat each unit involved as a high-level character, rather than as a collection of individuals. The unit has a Troop Quality skill which is assigned by the Keeper, or by rolling on Table 12: Troop Quality.

Each unit has a specified size: a Section/Squad (*Gruppe*) contains 10-13 soldiers, or 1-2 tanks; a Platoon (*Zug*) contains 35-40 soldiers, or 3-5 tanks; and a Company (*Kompanie*) contains 150-200 soldiers, or 10-25 tanks. When fighting a unit of the same size, the units roll their Troop

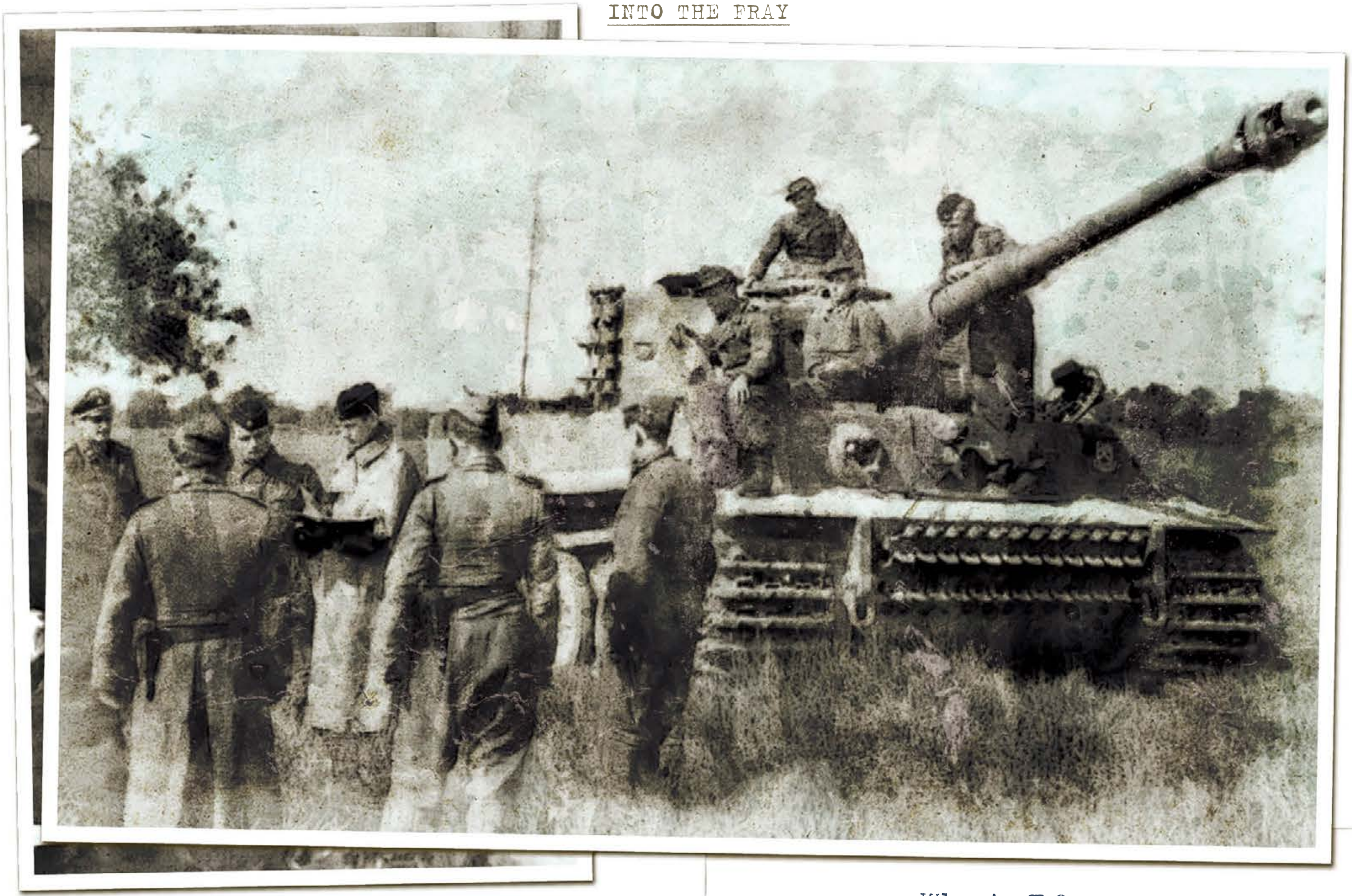


Photo: Unknown — Battalion commander Heinz von Westerhagen briefs tank commanders near a Tiger I, 1944 — Bundesarchiv, Bild 101I-299-1805-02 / CC-BY-SA.

What If...?

It is quite likely that your game may take a turn into areas of combat not covered in this section, for example a battle between tanks on a beach and ships just off the coast. In these situations, think about what would make the most sense if those particular vehicles were to face off against one another, as well as what would be most interesting for the plot and, last but by no means least, the most fun to play, and then—go with that!

Quality skill. The unit with the highest result acts first, and can apply Command and/or Tactics bonuses from its unit leaders. Each Troop Quality exchange represents a unit combat round lasting for approximately 15 minutes. Each unit can only attack once per unit combat round.

Should a unit find itself outnumbered, either by a single larger unit or by multiple units of the same size, its Troop Quality roll becomes *Difficult*. If the unit outnumbers its opponent, then its Troop Quality roll is *Easy*. If you do wish to add an element of realism here, in actual military terms, outnumbered is classed as when there is a unit ratio of three to one in favour of one side.

Additional effects can occur depending on the nature of the Troop Quality roll result:

Fumble: a disastrous tactical error has been made by the unit. Although it has escaped damage, the unit's blunder enables the opposing unit to achieve its strategic goal for this combat, e.g. breaking through a defensive line.

Failure: the unit's attack fails, with no other consequences.

Success: the unit inflicts a heavy blow on its target. Reduce the opponent's Troop Quality skill by 20%. The number of troops or vehicles within the unit is also reduced by 20% (rounding down), where possible.

Special: the unit inflicts considerable damage on its opponents. Reduce the enemy's Troop Quality skill by 30%. Reduce the number of troops and vehicles within the unit by the same percentage (rounding down), here possible.

Critical Success: the unit has inflicted severe damage on the enemy. The opponent's Troop Quality should be reduced by 40%, as should the number of any troops or vehicles within that unit, where possible (rounding down). The attacking unit also successfully achieves its strategic goal.

The Horror of War

Taking part in a battle, whether it be at sea, in the air, or on land, is a traumatic experience, even for those who have received combat training. Nothing quite prepares a character for their first time in the firing line, particularly on a battlefield or in a naval encounter, where the carnage can be immense. Not only is there the personal danger, but firefights are noisy and bloody affairs, accompanied by the acrid stench of burning and death.

Some investigator occupations come with bonus resistances to the sight, sound, and aftermath of death and serious injury in combat situations. Career military characters that have seen combat are also resistant to certain events in ways that their conscripted, naïve compatriots are not, such as being fired upon. For those without resistances, or for whom the horrors of war have yet to deaden their sting, refer to Table 13: Shell Shock for which circumstances require SAN rolls.

Table 13: Shell Shock

Event*	SAN Loss	
	First Encounter	Subsequent Encounters
Being shot at	0/1	0/1
Seeing a friend wounded	0/1	0/1
Being wounded	0/1D3	0/1D2
Being involved in a firefight	0/1D4	0/1D3
Finding a corpse	0/1D4	0/1D3
Finding a body part	0/1D4	0/1D3
Witnessing horrible deaths	1/1D6	0/1D4
Finding a mangled human corpse	1/1D6+1	0/1D4+1
Being attacked by a tank	0/1D8	0/1D6
Being attacked by an aeroplane	0/1D8	0/1D6
Going through an artillery or mortar barrage	1/1D8	0/1D6
Being involved in a battle	1/1D10	0/1D8
Witnessing a friend's violent death**	1/1D10	1/1D8

*The Keeper can also use this table for civilian/away from combat zone encounters.

**Even military characters with the Blood and Guts bonus must roll if a friend or close ally is killed in front of them.

You might become accustomed to seeing these monstrosities with time, but there are some things you never quite get used to.

E.H.

CHAPTER 8

Rules of Savage Engagement

"We... would rather die on our feet than live on our knees."
- Franklin D. Roosevelt

In this chapter you will find additional rules for your ***Savage Worlds Achtung! Cthulhu*** game, specifically those covering combat situations. There is information on how heroes can call in artillery or air support, how certain environmental factors work, and other important rules unique to your investigators' adventures in or alongside the military. Many of these rules have been adapted from Pinnacle Entertainment's Weird War Two setting book. We recommend that you purchase a copy of this helpful book, as it is chock full of ideas which can enhance and compliment your game, although it is not an absolute requirement. New rules and scenarios for running larger-scale battles can be found in the forthcoming *Achtung! Cthulhu: Showdown!* supplement.

This chapter also deals with that staple of Mythos tales: sanity (or, more often than not, insanity), including new rules for generating and treating Dementia, as well as how to handle the longer term effects of delving into things man was never meant to know. Additional guidelines regarding spells, tomes and artefacts can be found in Chapters 9 & 10.

AERIAL COMBAT: BOMBING

Adventures in **Achtung! Cthulhu** typically revolve around action on the ground, but characters may occasionally be tasked with bombing runs or other aerial activities. The rules found in this section assume that you are using miniatures on the table-top to represent the ground forces involved in combat. If you are not using miniatures, some abstraction will be necessary.

When player characters attack ground targets from the air in tactical combat on the table-top, use the following rules. See the Aerial Combat: Dogfights section for how to handle air-to-air encounters.

Fighters and bombers can attack targets on the ground or in the water in several ways:

Firing Guns & Rockets

Use the rules described in this section on the table-top when dealing with direct attacks by weapons such as guns and rockets.

STRAFING

Aircraft make strafing attacks while flying at treetop level. Aircraft machine guns and cannons fire a line of 2d6 Small Burst Templates each round, placed adjacently in a straight line. This is considered to be Suppressive Fire. Those that are hit suffer 2d8 damage at AP 4. There is no deviation. Vehicles under the template are automatically hit by 1d3 rounds (roll damage separately for each).

This chapter deals with that staple of Mythos tales: sanity (or, more often than not, insanity).

ROCKETS

Rocket attacks are made by aircraft flying at low altitude in a shallow dive and have a –2 hit modifier due to the inherent inaccuracy. The pilot does not need to make a roll to start the attack or to pull out. Rockets are two adjacent Medium Burst Templates that cause 3d10 damage with AP 6. The

Table 14: Level Bombing

Altitude (ft/m)	Modifier	Deviation
Very Low (under 100/30.5)	+1	3d10 x3"
Low(100-5,000/30.5-1500)	0	5d10 x3"
Medium (5,000-15,000/1500-4500)	−4	3d20 x3"
High (15,000+/4500+)	−8	5d20 x3"

attacker makes a Shooting or Piloting roll (whichever is lowest) and places the templates where he wants. A failure deviates 3d6", success deviates 2d6", and a raise deviates 1d6–1". The templates remain adjacent while deviating.

Bombs & Torpedoes

LEVEL BOMBING

Level bombing means flying straight and level over the target in order to bomb it. Level bombing is relatively inaccurate, but is generally safer for those in the aeroplane as it can be performed from high altitudes.

To make a level bombing attack, the pilot (or bombardier, if the aircraft has one) makes a Knowledge (Bombardier) roll, modified for altitude (Table 14) and any damage the aircraft has sustained. If the pilot is making the bomb attack himself, he uses the lower of his Piloting or Knowledge (Bombardier) skills.

If the attack succeeds, the first bomb is on target. Other bombs dropped in the same attack land in a line along the path of the aircraft's flight. The deviation caused by a failed roll is indicated in Table 14 next to the relevant altitude; the direction of any deviation should be determined with a d12 roll.

DIVE BOMBING

Dive bombing is a more accurate method of getting bombs on target. The downside is that it exposes the attacking aircraft to fire from troops on the ground as well as to attack by enemy fighters as the dive bomber pulls up and away from its strike. It is important to remember that medium and heavy bombers cannot make dive bombing attacks.

Once in a dive, the pilot chooses his angle of attack. The angle of attack affects the attack roll—the steeper the dive, the easier it is to hit the target. However, steeper dives are harder to pull out of.

To make a dive bombing attack, the pilot (or bombardier if the aircraft has one) makes a Knowledge (Bombardier) roll, modified for the angle of attack (Table 15) and any damage the aircraft has sustained. If the pilot is making the

Table 15: Dive Bombing

Angle of Attack	Attack	Pull Out
Shallow	–2	+1
Steep	0	0
Very Steep	+1	–1

attack he uses the lower of his Piloting or Knowledge (Bombardier) skills. If the attack fails, the bomb deviates from the target point. Determine the direction of this deviation with a d12 roll; the deviation distance is 1d10 ×3".

After the bombs are released, the pilot must pull out of the dive by making a Piloting skill roll, taking into account any pull out modifiers (Table 15). Failure means the aircraft goes Out of Control (see the Situational Rules: Out of Control table in the ***Savage Worlds*** core rulebook for further details).

TORPEDOES

Making a torpedo attack on an enemy warship requires a special kind of courage (or lunacy). Torpedo bombers are big, heavy, and slow, and to make their attacks they must fly very low (often under 50ft/15m) over the surface of the sea, directly toward their targets who, in all likelihood, are throwing everything they have at the attacking torpedo planes. Even if enemy ships are not firing at them, torpedo planes on an attack run are easy pickings for enemy fighters.

To make a torpedo attack, an aircraft must fly straight and level at its target; see the Anti-aircraft (AA) rules below to determine whether or not the plane actually makes it close enough to even attempt to drop its payload.

If the attack run is broken off for any reason (damage or evasive manoeuvres), the aircraft must go around and start its run again. Once the run-in is complete, the pilot (or bombardier if the aircraft has one) makes a Knowledge (Bombardier) roll, modified for the speed of the target and any damage the aircraft has sustained. If the pilot is making the torpedo attack he uses the lower of his Piloting or Knowledge (Bombardier) skills. If the attack fails, the torpedo misses.

AERIAL COMBAT: DOGFIGHTS

Air-to-air combat is called a "dogfight". The rules described below are derived from the standard Chase rules, but are tailored for World War Two dogfights and should be used instead of the ones in Chapter Four: Situational Rules (***Savage Worlds*** core rulebook).

Flipping Heck!

In order to minimize page flipping during combat, it is handy to write out the statistics for the aircraft taking part in any dogfights on cards and hand them out to the group, so that everyone can much more easily keep track of what is going on.

The first step is to figure out what planes are involved and what their objectives are. Perhaps the heroes' fighter wing is up against an enemy ace (a Wild Card) and his wing, or maybe they are after an enemy bomber. Look up the statistics of the aircraft taking part and follow the steps below:

Setup

- Place a counter of some kind for each aircraft involved in the fight. Model aeroplanes, metal miniatures, or pre-painted toys are commonly available and can be very useful.
- Each side's flight leader makes a Knowledge (Battle) roll. The side with the fastest Top Speed adds +1 to the roll, or +2 if their speed is twice as fast as their fastest opponent. (Note that both groups use their slowest aircraft's Top Speed for this roll.)
- Place the winner's planes on the table-top and five counters (such as gaming stones, pennies, or tiddlywinks counters) to the group's left.
- Place the losing group's planes to the left of the five counters (so that the counters are between the two groups).
- Deal initiative cards as usual and fight!

Actions

Once the scene is set, the game goes to combat rounds. Pilots may take the following actions:

- **Hold Steady.** The plane does not change positions and can attack any foe in range. See Attacks, below.
- **Decrease Position.** A plane can drop backwards (moving from the right to the left) as many positions as desired without making a Piloting roll. This does not necessarily mean it is losing speed or slowing down—the pilot is just altering the aircraft's position. The plane involved can attack after decreasing position.
- **Increase Position.** The pilot makes a Piloting roll. A success allows him to move his aircraft one position to the right; a raise allows him to move it two positions to the right. (Add more counters if needed.) The aircraft can attack after increasing position. If the aircraft is more

than 10 counters away from the nearest enemy, it may flee and is removed from the battle.

- **Force.** The pilot picks an enemy aircraft and makes an opposed Piloting roll. If successful, he can move the enemy aircraft one position to the left (two positions with a raise). Note that bombers cannot be targeted if fighters are present in the same position. The force is useful for pulling fighters off their bombers; however, an aircraft cannot attack when forcing.
- **Distract.** The pilot picks an enemy aircraft and makes an opposed Piloting roll. If successful, the enemy suffers –2 to Shooting rolls on his next action, or –4 with a raise. Good teamwork can distract an opponent's attention so that a wingman can close in for an easy kill. An aircraft cannot attack when distracting.

Attacks

An aircraft that held steady, decreased, or increased its position can attack a single target in range of any, or all, of its guns. The usual rules for Unstable Platform, Speed, and Autofire are ignored—the planes are built to compensate for these variables.

Range: Each counter represents 50" of range. If there are three counters between an attacker and its target, the range is 150". If the target is at the same position as the attacker, the range is 25".

The TN (Target Number) to hit is the standard TN of 4, plus range modifiers, plus or minus the enemy aircraft's Maneuver rating. An attacker also adds +1 to his roll if his plane's Top Speed is 20mph or higher than his target's Top Speed.

Good teamwork can distract an opponent's attention so that a wingman can close in for an easy kill.

LINKED WEAPONS

Many planes have "linked weapons," such as the two 20mm cannons and two .50 calibre machine guns on a Spitfire. When making the Shooting roll for a set of linked guns, roll all the dice allowed by that weapon type's Rate of Fire and add +1 to hit and damage for each additional linked weapon of the same calibre. A P-51 Mustang with six linked guns, for example, rolls two sets of three dice (the RoF of its machine guns), adding +2 to hit and damage on both sets of rolls. The maximum bonus is +3, so break this evenly into multiple sets if the bonus would be higher than +3.

BOMBERS

Bombers cannot be targeted if friendly fighters are in the same position. Each gun position in a bomber fires separately.

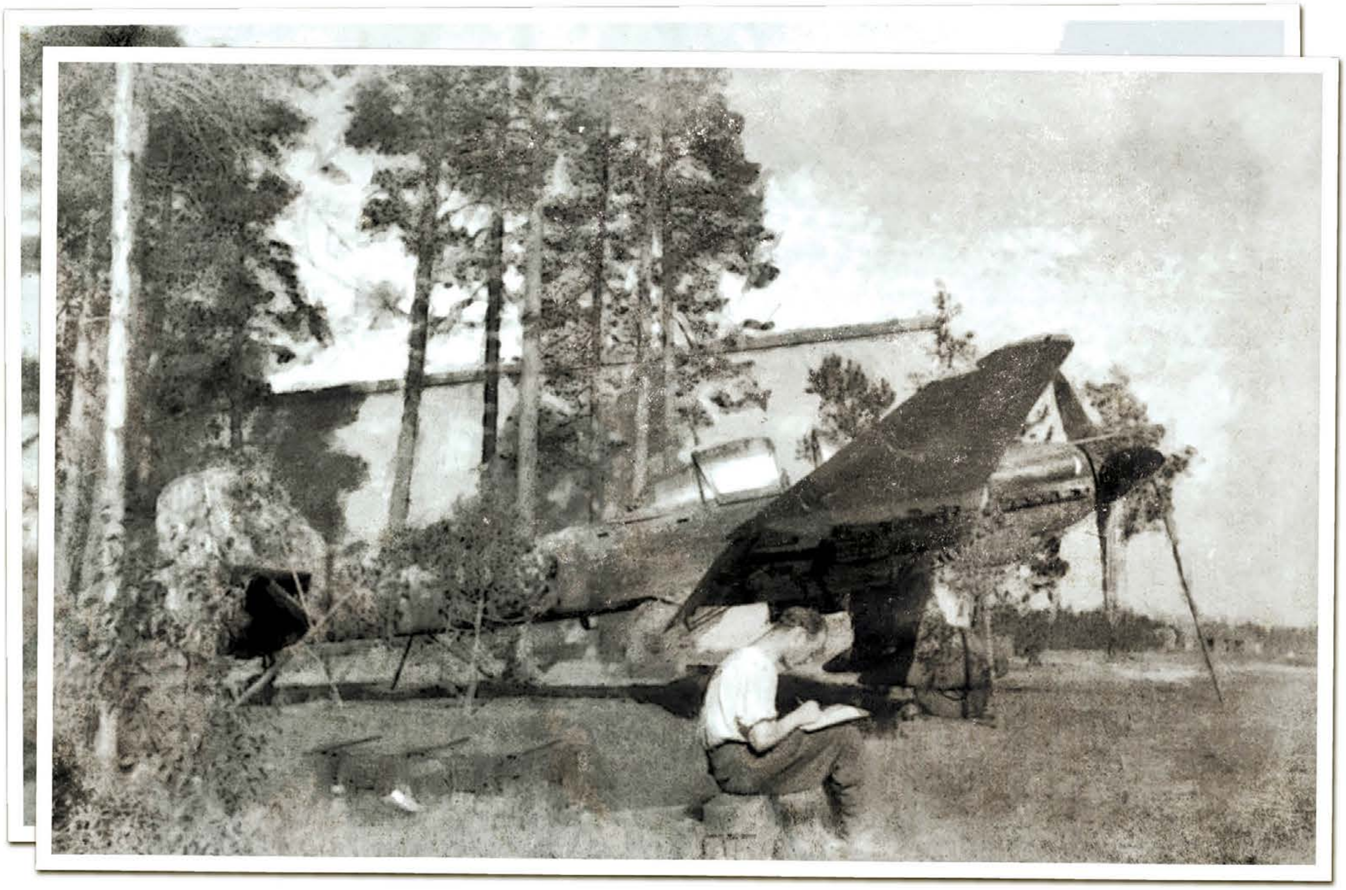


Photo: Doege – Major Erich Ritterkreuz, Luftwaffe, Finland, 1944 – Bundesarchiv, Bild 101I-727-0297-09A / Doege / CC-BY-SA.

The rules represent a large swirling melee, so it doesn't matter if the nose and upper turrets on a Lancaster, for example, both fire at the same target.

BAILOUT

If a plane is destroyed by wounds (rather than a Wrecked result on the Critical Hit Table), any surviving crew may attempt to bail out. This is very difficult, and many airmen lose their lives as their plane spirals towards the earth.

Planes at high altitude (such as those on bombing runs; see p.172) hit the ground at the start of the third round after they are destroyed. Reduce this to two rounds if the plane is at medium altitude and the very next round for ground attack engagements. Surviving airmen therefore have that many rounds to escape their plane, rolling the lower of Strength or Agility to bail out. Count the aircraft's wounds (maximum –3) against this roll. If successful, the character is Fatigued from the exertion but bails out safely. Failure means that he could not escape this round but can try again on his next action if the aircraft does not hit the ground first.

Dogfight rounds are abstract, but typically represent several minutes.

Ground Attack

A dogfight may occur on the way to a ground target—in which case the objective is to survive to the next leg of the battle—or it may take place over the target itself, in which case the attackers are attempting to get into position to bomb a factory, support a ground attack, or even sink a ship.

If the attackers are over the target, they have to survive long enough to line up and deliver their payload or strafe their objective. To determine how many rounds this takes, roll 1d6+5. Subtract 1 for each success the flight leader makes on a Knowledge (Battle) roll, which represents his analysis of the target and his ability to pre-calculate the best attack lines, down to a minimum of one round. Subtract 4 from the Knowledge (Battle) roll if the attackers do not have reliable recon on the site.

On that round, the surviving planes deliver their payload. Each bomber makes a Knowledge (Bombardier) roll, while each fighter makes a Piloting roll. Those who are successful destroy their assigned target while the rest are near-misses. Missions are typically successful if at least half the targets are destroyed, though occasionally a single critical target is the objective.

Anti-Aircraft Fire

Anti-aircraft (AA) guns wreak havoc on enemy fighters and bombers. The amount of AA depends on the target. A rail yard in the countryside will most likely have Light AA, while a city or heavily-protected military target will have Heavy AA.

Roll 1d6 for Light, 2d6 for Medium, and 3d6 for Heavy AA every round against each enemy plane in the fight. On a 6, that plane is hit and suffers a wound (and the usual critical). If the fight takes place at night, reduce the flak level by one (to a minimum of 1d6; so you roll 1d6 for both Light and Medium AA, and 2d6 for Heavy AA).

Attacks versus Flying Creatures

Pilots attempting to strafe flying creatures soon discover that they are substantially more manoeuvrable than any plane of the period, though perhaps not as fast. Many such creatures—Hunting Horrors for example—are resistant to damage from bullets, and extremely dangerous at close range. Rather than rolling a Piloting skill, creatures simply roll their Agility.

Potentially even more dangerous to engage in mid-air are spell-casters riding flying creatures. As long as the spellcaster is telepathically linked to his mount, he can focus on returning fire while his mount acts independently to evade and manoeuvre, giving the pair an advantage a fighter pilot typically does not have: undivided attention to each of their tasks. However, if the rider is not telepathically linked to his steed, he uses the lowest of his skills Knowledge (Mythos) or Riding as he cannot predict what his steed's movements will be and therefore cannot concentrate fully on any other task.

For simplicity and ease of use, Table 16 lists the most commonly flown Mythos creatures, including their Acc/Top Speed and Maneuverability stats:

Table 16: Commonly Ridden Flying Creatures

Name	Acc/ Top Speed	Maneuverability
Byakhee	10/100	+3
Nightgaunt	6/12	+3
Shantak	3/25	+1

ORDINANCE & MINES

Artillery

Artillery and mortars operate by dropping explosive shells from a distance. They are termed "indirect fire" weapons, because they are used against targets which are not in the attacker's direct line of sight. Indirect fire weapons are most effective in a group referred to as a battery, because a battery can take advantage of overlapping fire effects to ensure that nothing can get through the area they are targetting. Since batteries are some distance from the actual battle, they generally require a forward spotter to relay information back to the artillery crews by radio, informing them of the location and speed of the targets, and suggesting adjustments to the firing trajectory to improve chances of a direct hit.

Artillery is difficult for infantry to combat directly. For the most part, artillery batteries will be far from the characters—perhaps as much as a mile for land-based artillery, or if the action takes place near a coastline, up to twenty miles offshore from a battleship or cruiser. Aerial attack, or a counter-battery of friendly artillery, are the most effective ways to deal with artillery that is harassing infantry or tanks, but in the absence of either of those, digging a hole to hide in is literally one of the most effective way to avoid artillery fire. Artillery cannot operate very successfully without a spotter, so an alternate strategy of neutralizing the spotter in some way can also prove effective—at least in the short-term. At night, flares are fired over the target area to provide light for the spotters to locate potential targets. Little short of very wet weather can interfere with flares.

Tanks are typically not as well armoured on top as they are on the front, back, and sides, so there is significant potential for artillery and mortars, if they hit a tank directly, to cripple or destroy the tank with a single shot. Again, the accuracy will depend on the combined skills of the crew and the spotter.

Mines

Land mines are used against tanks and other vehicles, and are most effective at damaging or destroying them when deployed secretly. Mines have a certain level of effectiveness even when their relative location is not so secret; tanks, and infantry, avoid known minefields until engineers are able to mark and clear a path with metal detectors. This avoidance can buy extra time, or create a strategic bottleneck that can be exploited by a small force to pin down a larger one. Anti-tank mines are often little threat to infantry, as they require a larger amount of pressure than that provided by a human footfall or the presence of large quantities of metal to bring about detonation. Anti-personnel mines are less picky, and wooden mines, constructed from non-metallic materials and nearly undetectable, are frequently used mixed in with more conventional mines to increase their effectiveness, both as weapons and deterrents.

A minefield is difficult to navigate. Most mines are metallic, and can be located by the use of a metal detector. Those which are not metallic are no less deadly, but are far harder to detect. Infantry cutting through a minefield are taking an enormous risk, but some of that risk can be mitigated by following in the steps of the lead person, slowly, and spaced a number of yards apart, just in case.

Bulldozers with heavily armoured blades can be called in to clear land mines, but they are not able to do so until the fighting has moved out of the area. Tanks are occasionally equipped with minesweeping devices, and these tanks are called in to clear minefields ahead of an advancing column. The minesweepers consist of variations on a spinning axle with numerous metal chains attached, or an armoured, reinforced bulldozer blade. The chains sweep the ground like the bristles of a broom, detonating anti-personnel mines out in front of the tank where little damage is done. Engineers with metal detectors can locate and detonate anti-tank mines safely, clearing the way for tanks to advance. In minefields with mixed types of mines, some losses are to be expected. In a pinch, less sentimental investigators may elect to drive cattle or other animals through a minefield, following their tracks at a respectful distance.

For further information on how to deploy and diffuse mines, see Levelling the Playing Field (Quite Literally) on p.106 of *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

BUNKERS & OTHER HARD TARGETS

The normal rules for obstacles apply (see Chapter 3: Game Rules of the ***Savage Worlds*** core rulebook for further details). This means that if an attack misses by the cover modifier, it might penetrate whatever the target is hiding behind. A soldier firing from the window of a brick farmhouse, for example, gets 4 points of cover. If an attack misses by 1–4, it hits but the victim adds the Armor value of the wall to his Toughness. Any obstacle with 4 points of Armor or more counts as Heavy Armor.

Example: Sergeant Mullen is firing from the window of a brick farmhouse (–4 cover). A German squad is attacking, but the rifles cannot penetrate the brick wall due partly to its Armor +8 and the fact that their Kar-98s are not Heavy Weapons. The soldier with the Panzerfaust, on the other hand, can get through those defences. He fires and gets a 6—missing Sgt. Mullen by two points. The AP on a Panzerfaust is 17, so it cuts right through that wall and Sgt. Mullen takes 4d8 damage. Had the soldier missed by more than 4 points, he would roll deviation as normal. The Panzerfaust is a "fired" projectile, so it goes 1d10" (short range in this case) in a d12 direction. If the deviation is low enough, it might still get Mullen.

Fortified Positions

Use the standard Obstacle Toughness table in ***Savage Worlds***, Chapter 3 for those items or objects most often used as cover. Sandbag emplacements are Armor +8, and concrete pillboxes or bunkers are AP 10.

Demolishing Buildings

Area effect weapons can knock down buildings as well as fire through them. A typical European home (about 1800 square feet/170 square metres) has 15 points of Toughness. Add +5 if the building is made of stone or reinforced concrete (such as a bunker).

Now divide up the building into roughly "house-sized" areas. When hit by an area effect Heavy Weapon, figure out which areas are under the blast's Template and roll damage separately for each. If an area is "wounded", it suffers a collapse. Characters under the Template (and on the floor that was hit) take damage from the blast normally. Characters in the area but not in the blast radius suffer 2d6 damage from debris, +4 for every area above or below that collapses as well.

A "collapsed" area can't collapse again—it is now a big pile of rubble and provides Heavy Cover for those who want to take advantage of it. In a multi-story building, roll a die for the area above and below the collapse. On an odd result that area collapses as well, and you must now roll for areas above or below *that* area.

Example: Private Lloyd is on the second floor of a six story office building. A Tiger scores a direct hit with an HE round and causes 20 points of damage. Lloyd manages to live through the HE round with a few bennies, but now the room collapses on top of him. The Game Master rolls for the area above, the third floor, and rolls odd. It collapses as well, and he must roll for the fourth floor. He rolls even and the shell holds steady. Now he checks below Lloyd's position—the first floor. He rolls odd and it, too, collapses. He rolls again for the ground floor and rolls odd again, leading to yet more walls collapsing. Lucas therefore ends up on the ground floor and suffers 2d6 damage for the initial collapse plus the three floors that fell above and below him, for a grand total of 2d6+12.

Foxholes, Trenches & Sandbags

Digging a hole in solid earth is excellent protection from bombs and artillery rounds. If a soldier is actually hiding inside a foxhole or trench, he's only harmed by area effect weapons if the dead center of the Blast Template is inside his position. In that case, the prone cover penalty still counts as Armor, but nothing else does.

Characters in foxholes or trenches who were not hiding when a blast goes off (i.e. they took normal actions, such as Shooting or observing, that round) suffer damage normally, but get the Heavy Cover modifier as Armor. Trench systems are dug in a zigzag pattern to avoid giving an enemy that gets into the trench a straight shot down the line. This blocks damage as well, so that a detonation inside a trench stops at the first turns even if that area is under the Template.

Sandbags are obstacles with an Armor value of 8, the same as a brick wall.

Until those things stopped circling, it would be impossible for Thomas to lead his unit in search of the artefacts the Americans had stolen.

Table 17: Hostile Force Encounters

D100 Roll	Encounter
01-25	2d6 infantry, armed with rifles.
26-35	2d6 infantry, including submachine gun.
36-45	2d6 infantry, including anti-tank weapons.
46-55	2d6 infantry, including officer and sniper.
56-65	3d6 infantry, including officer, submachine gun(s), anti-tank weapons, and sniper.
66-75	Fixed, heavy machine gun emplacement, plus 2d6 infantry with rifles, mortar, anti-tank weapons, and officer.
76-85	Tank, plus 2d6 infantry with rifles.
86-95	Supply truck, plus 1d6+2 infantry with rifles.
96-98	Convoy, including 1d6 tanks, 1d6 trucks, scout vehicles, and 3d6 infantry with rifles and submachine guns.
99	Roll twice on this table, ignoring any result over 95.
00	Roll three times on this table, ignoring any result over 95.

PLAYER CHARACTERS IN BATTLE

If the characters are soldiers, the odds of them being involved in battles of one sort or another during the time period from 1933-1945 are extremely high. However, if the characters are on a covert mission, they should be taking great care to avoid unnecessary military entanglements. There may well come a time, though, when involvement in a battle becomes inevitable, and the following section provides options for tackling skirmishes.

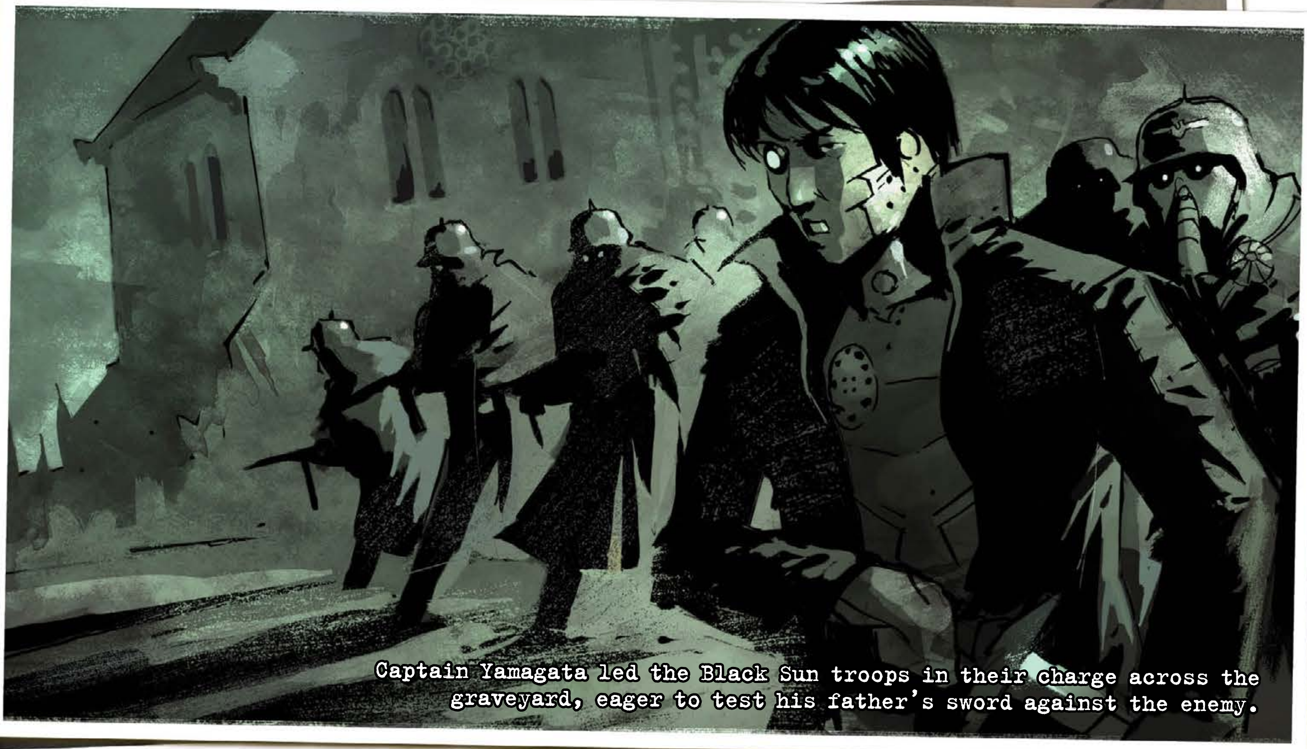
Avoiding Combat

If investigators are attempting to bypass open conflict, or cross an active battlefield without being spotted, they can make Stealth rolls to avoid detection, or use skills such as Knowledge (Battle). Such rolls can be modified by the prevailing conditions.

Successful rolls mean that the investigator has made it through the combat zone undetected. Failure results in the character taking 2d6 damage as a result of a battlefield injury, and he must roll again. If the roll is Fumbled (a double one on both the skill and wild die), then the investigator is now embroiled in an active firefight.

Encounters During Combat

Typically, the investigators' involvement in pitched battles can be abbreviated to a single encounter—one that stands out as the most significant of the battle. The Keeper should



Captain Yamagata led the Black Sun troops in their charge across the graveyard, eager to test his father's sword against the enemy.

feel free to adjust the scale of the encounter to reflect the strength, equipment, and capabilities of the investigators.

Encounters during combat can be many and varied, but boil down to one of two outcomes: encountering an inferior force, or a superior one. Successful Notice or Knowledge (Battle) checks, paired with successful attempts to escape or hide, can be used to avoid encounters against superior forces, as discussed above. Consult Table 17: Hostile Force Encounters to determine the number and capabilities of any force the investigators stumble across during an armed conflict. For added realism, and to increase the level of challenge, infantry squads can also be equipped with support weapons, such as the MG 42 or Bren gun.

TAKING COMMAND

In any combat situation the highest ranking officer is in command. On occasion, this duty may fall to an investigator. If untrained in military strategy and tactics, or if just plain unlucky, the decisions of the investigator in command could prove to be disastrous. Having a solid NCO available who can gently and respectfully make suggestions or offer advice off to the side can help to keep the situation from getting out of hand, while still allowing the investigator to remain competent in the eyes of the soldiers he is leading.

Any non-military personnel are expected to follow the orders of the ranking officer, unless it has been established prior to the mission that a civilian is calling the shots. Even then, if the investigators seem indecisive or make poor decisions, the ranking officer may usurp command for the safety of all, whether they are truly justified in doing so or not.

ON THE FIELD OF BATTLE

It is possible to run battlefield engagements on a larger scale, such as at the unit level rather than the individual level, for example when an investigator has taken control of a squad or platoon. If this situation arises you can use the Mass Battle rules found in the ***Savage Worlds*** core rulebook, Chapter 4: Situational Rules. There you will find how to adjudicate large scale battles.

SANITY

The investigators' frequent brushes with the arcane, the macabre, and the eldritch will gradually (or, on occasion, not so gradually) erode their sanity. The following are quick and simple rules which will help to adjudicate such sanity blasting situations. The rules are not designed to accurately measure the mental health of an individual, but instead mirror such situations in a cinematic and pulpy manner. Poor mental health is a problem grappled with by many; these rules are not intended to trivialise the effects of such on the lives of sufferers, but to make the game more fun and enjoyable.

The Sanity Stat

All human characters have a derived stat called Sanity. This is calculated by dividing the character's Spirit die by two and adding two. This can be further adjusted by certain Edges and Hindrances, such as Mythos Exposure, Doubting Thomas, and Fragile.

INCREASING SANITY

The only way to increase an investigator's Sanity is to raise his Spirit die; once a point of Sanity has been lost then there is no other way of recovering it.

LOSING SANITY

Raising an investigator's Knowledge (Mythos) skill by one die type permanently lowers his Sanity by one point (see p.193 for more information on what benefits this skill provides a character). An investigator's Sanity also drops permanently by 1 when his Dementia tally (p.180) equals or exceeds his Sanity.

ZERO SANITY

If an investigator's Sanity drops to zero or less, he becomes irrecoverably insane, and gains the Insane Monstrous Ability (see p.220). He also becomes an NPC under the Keeper's control and will probably know enough about his former comrades and countries, their methods and their secrets, to become a real thorn in their side.

Encountering the Cthulhu Mythos

Unfortunately in probing the Mythos, the investigator will encounter sanity shredding beings, spells, artefacts, and even occasionally gods! Each time he does so, he will have to make a Spirit roll (often at a penalty) or run the risk of gaining one or more points of Dementia. Each of the creatures listed in Chapter 11 has the ability to inflict either Nausea, Horror, or Terror (see p.180) listed as part of their stat block. Depending on the result on the table there is a chance of gaining Dementia as well as other psychological or instinctive responses to the fear stimuli.

Dementia rolls do **not** Ace.

Some creatures are so horrific and monstrous that there is a Dementia gain even if the investigator is successful on his Spirit roll.

EMPLOYING THE CTHULHU MYTHOS

If an investigator decides to go down the foolhardy and dangerous route of using one of the foul rituals or spells he has discovered and deciphered from a mouldy old tome, he risks gaining Dementia. The full details on how this happens can be found in Chapter 10, but suffice it to say that an investigator will have to be pretty desperate to attempt to use even one of these reality warping spells. Sadly, such is the magnitude of the forces arrayed against an investigator that he and his colleagues often find themselves teetering on the brink of disaster and will have little choice but to use any and all tools available to them.

Dementia

Once an investigator has gained enough Dementia to equal his Sanity, the investigator develops an indefinite insanity, his Dementia drops back to zero, and his Sanity is permanently reduced by one. The investigator must also roll on the Horror Effect Table (see p.181).

LOSING DEMENTIA

There are three ways of losing Dementia points, but it is impossible for an investigator to reduce his Dementia to below zero. In other words, you cannot save up negative Dementia points to act as a buffer against future horrific encounters.

As long as an investigator is away from a stressful situation and is getting enough sleep, food, and relaxation, he can attempt to make a Spirit roll every five days. Each Success and Raise made on this roll reduces the number of Dementia points by one. Time really is a healer.

The other way is to talk things over with either a doctor or a friend who is prepared to provide therapy. This is not just a short chat, but must be a session which takes at least four hours or more. At the end of the therapy session, the listener providing the therapy makes a Knowledge (Psychology) roll. Each Success and Raise made on this roll reduces the patient's number of Dementia points by one. If the therapist rolls a one on his Knowledge (Psychology) skill die then, unfortunately, the therapy session has not gone at all well and the character gains rather than loses a point of Dementia.

Finally, as part of the reward for successfully completing a mission or scenario, the investigators may be given a free chance of decreasing their Dementia with a Spirit roll (sometimes with bonuses to the roll). Each Success and Raise decreases Dementia by one.

The Degrees of Fear

Achtung! Cthulhu employs three grades of Fear to model an investigator's reaction to the unknown—Nausea, Horror, and Terror. Each is significantly worse than the one before and has more profound effects on the psyche, the reactions, and even the appearance of the subject.

NAUSEA

Nausea is the natural response to something disgusting and can trigger an extreme physiological response such as vomiting or the shakes.

When an investigator encounters something that has the Nausea special ability, he must succeed at a Spirit roll (sometimes with penalties) or suffer a level of Fatigue which imposes a -1 penalty to all actions for the rest of the encounter. If he rolls a natural one (regardless of the Wild Die) then he has had an extreme reaction and must roll on the Horror Effects Table instead. Any penalties applied to the Spirit roll become positives on the Horror Effects Table roll.

HORROR

Horror describes the most extreme—but still relatively explicable—dreadful sights and situations that an investigator might encounter. Horror can trigger the fight or flight response, as well as extreme psychological responses including temporary phobias, temporally freezing in place, and even uncontrollable crying.

When an investigator encounters something horrific he must make a successful Spirit roll (often with additional penalties). Failure means that he must roll on Table 18: Horror Effects to discover his fate, where any penalties on the Spirit roll become positives on the Horror Effects Table roll. If a natural one is rolled on the Spirit die (regardless of what is rolled on the Wild Die) the investigator gains a point of Dementia regardless of the result.

Certain, more humanoid, Mythos creatures—Deep Ones, Ghouls, and Serpent People, for example—prompt Horror rather than Terror rolls. These creatures are certainly wrong in a way that shocks the human psyche, but they are not as terrifying as some of the more extreme abominations of the Mythos.

> Horror describes the most extreme—but still relatively explicable—sights that an investigator might encounter.

TERROR

The most terrifying creatures of all tear away at investigator's Sanity. These creatures are the most otherworldly of the Mythos and exposure to them has the most extreme effects on both the human psyche and human physiology. Encounters can cause indefinite phobias, twitches, addictions, and even extreme changes in behaviour, such as crippling obsessive-compulsive behavior or bloodlust.

When an investigator encounters something terrifying he must make a successful Spirit roll (often at a penalty). Failure means he must roll on Table 19: Terror Effects to discover his fate, where any penalties on the Spirit roll become positives on the Terror Effects Table roll. If a natural one is rolled on the Spirit die (regardless of what is rolled on the Wild Die) the investigator gains 1d3 points of Dementia regardless of the result.

Table 18: Horror Effects

1d20	Effect	Dementia Gain
1-2 or lower	**Adrenaline Surge:** The investigator's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.	Roll a d6. On a 1, gain 1 point of Dementia.
3-9	**Shaken:** The investigator is Shaken.	Roll a d6. On a 1or 2 gain 1 point of Dementia.
10-13	**Panicked:** The investigator immediately moves his full Pace plus Running die away from the danger and is Shaken.	1d2 Dementia.
14-16	**Temporary Minor Phobia:** The investigator gains a Phobia (Minor) Hindrance somehow associated with the trauma. This phobia lasts for the rest of this session and the next, unless there is some significant downtime (at least three weeks) between the two.	1d3 Dementia.
17-18	**Frozen in Fear:** Not only is the investigator Shaken, but for as long as he is Shaken, he is also unable to move.	1d2+1 Dementia.
19-20	**Distant:** The investigator becomes distant and uncommunicative. His comrades can get his attention but others are not so lucky, and he suffers a -4 Charisma penalty with them. This state lasts for the rest of this session and the next, unless there is some significant downtime (at least three weeks) between the two.	1d2+1 Dementia.
21+	**Extreme Reaction:** The investigator rolls on the Terror Effects Table. Any modifiers which applied to this table also apply there.	See the Terror Effects Table.

Table 19: Terror Effects

1d20	Effect	Dementia Gain
1	**Remarkably Unfazed:** The investigator rolls on the Horror Effects Table (with a -2 penalty).	See the Horror Effects Table
2-3	**Quirk:** The investigator is Panicked and develops a coping strategy. Whether it is religion, a lucky rabbit's foot, or a picture of his sweetheart carried inside his helmet liner, the investigator finds something that helps him deal with the terrors he faces. Pick a simple routine or object to be the focus of this disorder. As long as the focus is undisturbed, he can function normally. If, however, the focus is lost or disturbed (his unit is attacked before he can finish his prayers, or his rabbit's foot is lost, for instance) all his Trait rolls are modified by -1.	1d3 Dementia
4-5	**Thousand-Yard Stare:** Not only is the investigator Shaken, but the distant look in his eyes speaks volumes about the horrors he has seen. He makes all his Notice rolls at -2.	1d3 Dementia
6-7	**Flashbacks:** Not only is the investigator Panicked, but when things really go bad he is overwhelmed by images of past battles and dead comrades. In a combat situation images flash through his mind, confusing the past with reality. A normal hero draws two cards per round and acts on the worst of the two. Heroes with the Level Headed Edge draw just one card to act on; those with the Improved version draw only two cards, and act on the best one. This can be brought under control for the current battle through a Spirit check at -4.	1d6 Dementia
8-9	**Night Terrors:** The investigator is Shaken and is so traumatized by events that he cannot sleep properly without some kind of sedative (on the front lines, this usually means alcohol). As a result, the individual is permanently tired. When it is important to sleep, a failed Vigor roll (-2) means this character simply cannot do so, no matter what they try.	1d4 Dementia
10-11	**Addiction:** Drinking is the way in which many of those shocked and battered by their experiences deal with their mental pain and stresses. A few become addicted to morphine, though dousing one's troubles in alcohol is far more common during World War Two. While these things ease the pain, they also create powerful cravings for more to keep the demons at bay. The investigator gains the Habit (Major) Hindrance.	1d3 Dementia
12-13	**The Shakes:** The investigator is Shaken and when the adrenaline starts pumping, he starts to shake like a leaf. During combat, or any time that the character is under stress (as determined by the Game Master), his hands start shaking, reducing all Agility and Agility-related skill rolls by -2.	1d4 Dementia
14	**Paranoia:** Not only is this poor soul Shaken, but he has seen things in the course of his duty that cannot be rationally explained. He feels that every unexplained or odd action has a deeper meaning and goes to great lengths to fit them into his skewed perception of the world. He gains the Delusional (Major) Hindrance, as well as a -2 to his Charisma.	1d4 Dementia
15	**Blood Lust:** This investigator has killed more than his fair share, and many times he was close enough to look into his enemy's eyes. The experience has awakened a strange lust within him. This investigator has the Bloodthirsty Hindrance, but with a difference. If he is unable to kill in hand-to-hand combat every seven days, he becomes dangerously mean until his bloodlust is sated.	1d6 Dementia
16-17	**Minor Phobia:** The investigator is Shaken and gains an indefinite Phobia (Minor) Hindrance somehow associated with the trauma.	1d4 Dementia
18-19	**Major Phobia:** The investigator is Panicked and gains an indefinite Major Phobia Hindrance somehow associated with the trauma.	1d6 Dementia
20-21	**The Mark of Fear:** The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by one.	1d6 Dementia
22+	**Heart Attack:** The investigator is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he is Shaken but cannot attempt a recovery for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.	1d6 Dementia

Table 20: Shell Shock

Event*	Roll Type and Penalty
Being shot at	Nausea (+0)
Seeing a friend wounded	Nausea (+0)
Being wounded	No roll
Surprised to find a corps	Nausea (+0)
Surprised to find a body part	Nausea (+0)
Being involved in a firefight	No roll
Witnessing horrible deaths	Horror (-1)
Finding a mangled human corpse	Nausea (+0)
Being attacked by a tank	Horror (+0)
Being attacked by an aeroplane	Horror (+0)
Going through an artillery or mortar barrage	Horror (+0)
Being involved in a battle	Horror (+0)
Witnessing a friend's violent death**	Horror (-1)

*The Game Master can also use this table for civilian/ away from combat zone encounters.

**Even military characters with the plenty of experience must roll if a friend or close ally is killed in front of them.

BECOMING JADED

After encountering a particular type of creature, a character should not have to make a Sanity check every time he sees another one in that particular mission. If the investigators clear out a village of mutated, depraved Deep Ones, for example, each investigator should only have to roll the first time that they encounter the beasts—not every time. However, the Game Master can impose a further Sanity check if an investigator encounters the same creature in a particularly different or frightening situation. For example, having cleared the village of Deep Ones, the investigators descend into the tunnels below and follow them to the sea. Turning back to return to the surface, they find their way blocked by a mob of Deep Ones. With no obvious avenue of escape and the batrachian blubbery ones obviously looking for revenge, the Game Master is justified in asking for a second Sanity check.

Unfortunately it is impossible for an investigator to become jaded by repeated exposure to creatures with the Terror ability. No matter how many times you encounter the disgusting warped horror of a Shoggoth, you cannot get used to it.

THE HORROR OF WAR

Taking part in a battle, whether it is at sea, in the air, or on land, is a traumatic experience, even for those who have received combat training. Nothing quite prepares a character for his first time in the firing line, particularly on a battlefield or in a naval encounter, where the carnage can be immense. Not only is there the personal danger, but firefights are noisy and bloody affairs, accompanied by the acrid stench of burning and death.

Some investigator occupations come with bonus resistances to the sight, sound, and aftermath of death and serious injury in combat situations. Career military characters that have seen combat are also resistant to certain events in ways that their recently conscripted, naïve compatriots are not, such as being fired upon. For those without resistances, or for whom the horrors of war have yet to deaden their sting, the situations in Table 20: Shell Shock require successful Spirit rolls to avoid the further Nausea or Horror rolls.

RECOVERING FROM MENTAL & PHYSICAL AFFLICTIONS

Now that we have detailed the terrible effects being exposed to both the ravages of the war and the Cthulhu Mythos, we shall now give you some quick, fast rules on how to recover from them.

The only way to recover from the indefinite mental and physical disorders detailed above is to spend time with a person who is skilled in Psychology. This takes time and will not be a quick fix under most circumstances. The afflicted investigator must attend regular meetings with a therapist. Each of these meetings must be at least an hour long, as well as being quiet and undisturbed. Furthermore, there can be no more than two meetings a week as this becomes counter-productive.

After a number of sessions equal to fifteen minus the patient's Spirit die, the therapist can make a Knowledge (Psychology) roll with a -2 modifier if the affliction has caused a minor Hindrance, and a -4 penalty if the Hindrance is major. If it is unclear if the affliction is Major or Minor, then assume it is Major. On a success, the affliction is cured. On a failure, the time has been wasted, and the process must start again. It is possible to both reduce Dementia and attempt to cure afflictions in the same therapy session, but it should be remembered that lost Sanity cannot be regained in this way (and removing Dementia requires a far longer therapy session; see p.180).

CHAPTER 9

Artefacts and Tomes

"It's just a book. No harm ever came from reading a book."
- Evelyn Carnahan, The Mummy

Cth As well as strange weapons and hideous creatures in the world of the Secret War, there are also strange artefacts and books of mysterious lore, a selection of which are detailed below.

Sav There is more to the Mythos than monsters and strange weapons – there are also mysterious artefacts and dangerous volumes of arcane lore, a selection of which are described in this chapter. Specific rules for reading tomes can be found on p.187 & p.194.

ARTEFACTS

Die Blutfahne

There are many flags bearing the NSDAP's symbol, the swastika, but none as important to the Party as this one. Originally belonging to the Fifth *Sturm* of the SA, it is carried at the forefront of the march from the *Bürgerbräukeller* towards the *Feldherrnhalle* during the so-called Beer Hall Putsch (p.XX). It never reaches its destination, as the route is blocked in the *Odeonplatz* by the Munich police. A gunfight erupts, with four policemen and sixteen Party members killed, the blood of the Nazis soaking into the flag as they lie dying on top of it. Smuggled away from the scene, the flag is presented to Adolf Hitler after his release from Landsberg prison. Re-hung on a new, specially carved staff, it is present at every NSDAP meeting and march thereafter. During the annual ceremonies at Nuremberg, Hitler uses it to "bless" the flag of every military unit under his command. When not in use, it resides in the *Braunes Haus*, Brienner Strasse, Munich, the NSDAP political headquarters.

Whether the Blutfahne has any genuine mystical powers is open to debate, but for those who have sworn allegiance to Hitler, it is a powerful symbol.

Cth In the presence of the Blutfahne, all Fast Talk or Persuade attempts against members of the German military who have taken the oath to the *Führer* are treated as an *Easy* skill roll if carried out by a senior German officer, and any by an obvious enemy of the *Reich* as a *Difficult* skill roll.

Sav In the presence of the Blutfahne, all Persuasion attempts against members of the German military who have taken the oath to the *Führer* gain a +2 bonus if carried out by a senior German officer, whereas all such attempts by an obvious enemy of the *Reich* suffer a -2 penalty.

A gun fight erupts, with four policemen and sixteen Party members killed.

Elder Thing Staff

This 5ft-long staff features a five-sided stem of some unknown material, and a five-sided, star-shaped tip resembling a tropical fruit, with five segments peeling back away from an embedded dried-up, spherical husk inside. If examined, this "fruit" appears to be organic and growing out of the staff itself.

Once held, the dormant staff begins to return to life and begins to affect the holder. To reward continued use, the staff immediately begins to deliver strange, eerie visions to the bearer of an ancient elder thing city, high on a warm plateau. The Keeper should describe an enticing scene to the investigator—for example, referring to something just around the corner, a nearby intriguing sound, etc.—and pose the question: "Would you like to carry on?" If they answer in the affirmative, the Keeper should mark time, and for every time the player answers "yes", the staff has an additional effect once the visions cease. As this all happens in the blink of an eye it is unlikely that, without prior knowledge of the artefact, other characters will be able to warn the hapless investigator of what is happening to him.

Once the Elder Thing Staff has replenished itself, it will no longer provide the visions or drain any more energy from its bearer. However from now on, if held facing outwards in front of the characters, it will absorb the damage from ranged attacks such as arrows, bullets, explosives, grenades, and energy weapons in a wide 45-degree arc to either side of the person carrying it. Each attack will do its damage to the staff instead of the intended target, and when the staff takes its last point of damage it goes back into hibernation. Any surplus damage from that attack is then suffered by the bearer.

Cth As soon as the staff is picked up, it steals 1D3 Hit Points from the carrier; for every time the character answers "yes", it steals an additional 1D3 Hit Points. On a successful INT check, the bearer will sense they are getting weaker the longer they are in the dream and can take appropriate action. In game terms, the staff is fully charged once it reaches 20 Hit Points and will then protect the bearer as described. Hit points stolen from a character by the staff can be healed as per the standard ***Call of Cthulhu, Sixth Edition*** rules on healing (p.54), but are limited to only one First Aid or Medicine roll; all other hit points lost to the staff must be healed naturally with time.

Sav As soon as the staff is picked up, it inflicts a -1 penalty on all rolls to unshake upon the wielder; for every time the character says "yes", the staff inflicts a further -1 penalty to unshake. On a successful Smarts check, the bearer will sense they are getting weaker the longer they are in the dream and can take appropriate action. The only way this penalty can be reduced is with Natural Healing rolls (as detailed in the ***Savage Worlds*** core rulebook, **Chapter 3: Game Rules**). Once the Elder Thing Staff has reached 4 wounds it becomes fully awake and protects the bearer as described.

Mi-Go Bio Cloak

Cth This device meshes with the arm of the user, causing 1D3 Hit Points of damage when removed. It makes the wearer invisible to other mi-gos, elder things, yithians, deep ones, insects from shaggai, and serpent people but for some reason, not humans. Other senses, such as touch and smell, are unaffected by the cloak. This effect lasts for 1D6 rounds, after which the device starts draining a Hit Point for every round the user wishes to stay invisible.

Sav This device meshes with the arm of the user, causing the wearer to be Shaken when removed. It makes the wearer invisible to other mi-gos, elder things, yithians, deep ones, insects from Shaggai, and serpent people but, for some reason, not humans. Other senses, such as touch and smell, are unaffected by the cloak. This effect lasts for 1d6 rounds, after which the device starts inflicting 1d4 damage every round the user wishes to stay invisible.

Mi-Go Matter Transplacer

This metallic 1ft-long rod covered in exposed metal wires must be clutched tightly around one end. The other end then projects a large force-like hand out to a distance of about 30-50ft (9-15m). The strength of the pressure applied to the rod allows a grasping action with the "hand", enabling the user to pick up very large objects and move them around. In order to make the rod usable by a human, it must first be re-wired. Jury rigged, the Matter Transplacer will then only work on a result of 1-4 on 1D6. However, even when configured correctly, it still requires considerable effort for a human to maintain the mental effort necessary to manipulate the "hand" and, as such, anyone attempting to use the Matter Transplacer loses 1D4 Hit Points for every 220lbs (100kg) moved per turn.

Cth Two successful Electrical Repair rolls are required to rewire the Transplacer. If a 5 or 6 is rolled when determining if the Transplacer is working, further use cannot be attempted until another successful Electrical Repair skill check has been achieved.

Sav Two successful Repair rolls are required to rewire the Transplacer. If a 5 or 6 is rolled when determining if the Transplacer is working, further use cannot be attempted until another successful Repair check has been achieved.

Pyramid of Leng

These jet-black pyramids, standing 6ft (1.8m) along each side and 5ft (1.5m) in height, originate from the obsidian bedrock of the Valley of the Black Sun (p.77). Engraved with complex geometric patterns and sigils that shift before the eye, the pyramids give the impression that their lines should not form a true pyramid, causing great discomfort to those attempting to decipher their carvings.

The formulae for creating these edifices are given to Reinhardt Weissler by Nyarlathotep himself to assist in his quest to release the Black Sun from its prison within the Dreamlands. Their purpose is to break down the barriers between the worlds, with the ultimate aim of bringing the dreaming and waking worlds together.

Due to its unnatural formation, a Pyramid of Leng can only be created in the Dreamlands. Black Sun has formed a number of these Pyramids and placed them within the grounds of Wewelsburg Castle to aid their sorcerers in their work, and in preparation for the eventual harmonisation of the site with its dreaming duplicate (p.84).

The Pyramids are extremely heavy and impervious to most damage, with only High Explosives having enough destructive power to wipe them out. Black Sun is very protective of these artefacts due to the great effort required to move them from the Dreamlands into the waking world.

Cth SAN check: 0/1D4 when trying to read the runes and patterns carved upon a Pyramid of Leng. Creation of a Pyramid requires 100 Magic Points to be expended while engraving takes place and the correct ritual chant recited. Once activated and brought into the waking world, a Pyramid reduces the number of Magic Points required to cast any spell by a half, provided that spell is cast within 100ft (30m) of the structure.

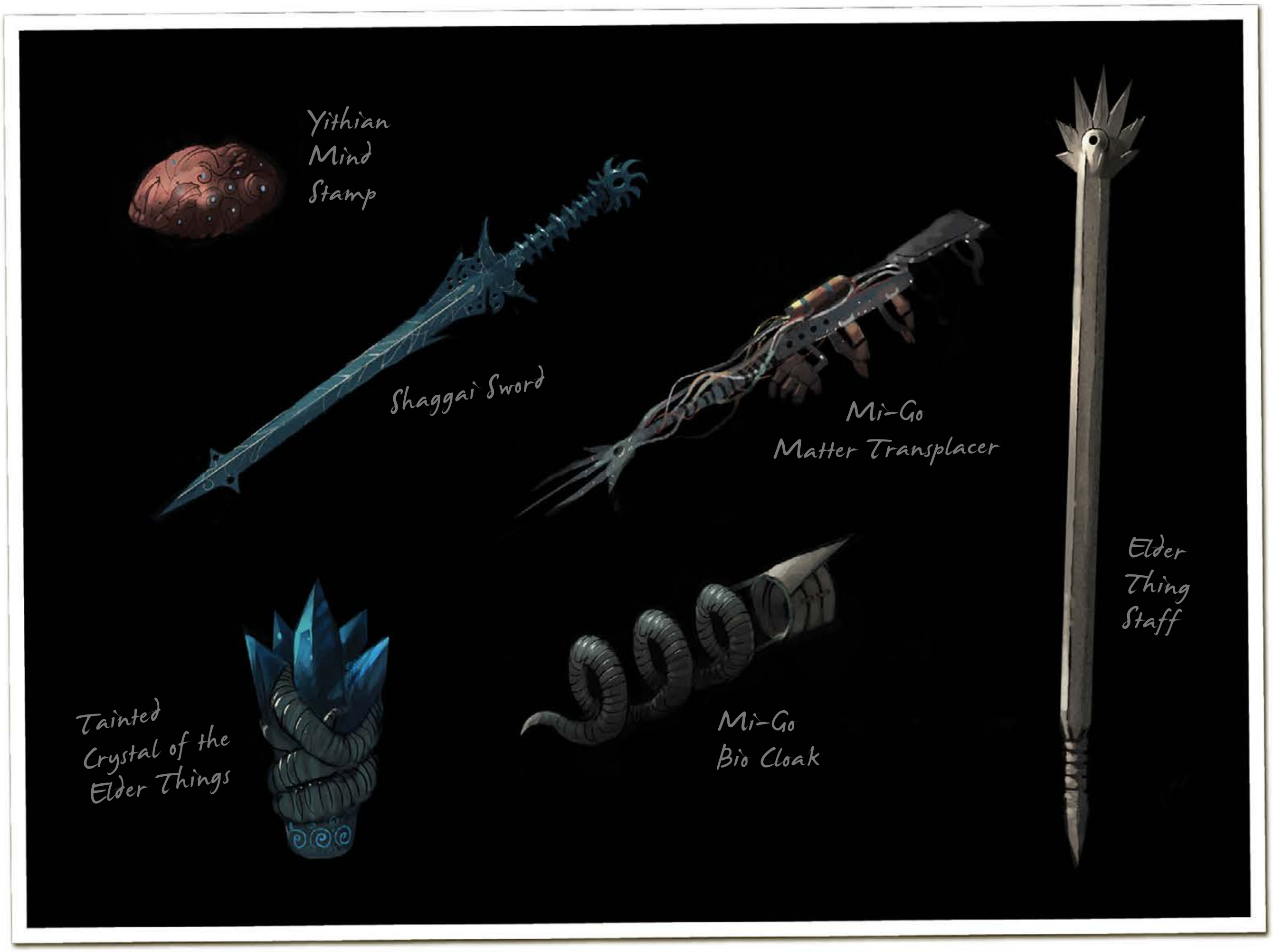
Sav Characters must make a Nausea (-1) check when trying to read the runes and patterns carved upon a Pyramid of Leng or suffer the relevant effects. The necessary spell for the creation of a Pyramid carries a Casting Modifier of -10 and must be cast whilst engraving takes place and the correct ritual chants recited. Once activated and brought into the waking world, a Pyramid halves the Casting Modifier of any spell cast within 100ft (30m) of the structure.

Shaggai Sword

This cruel sword inflicts pain on the user but doubly so on its target. The sword administers 1D6/1d6 Hit Points of damage to the holder and double the result of that roll to the target on a successful hit.

Totenkopfring

Officially named *SS-Ehrenringe* ("SS Honour Rings"), but better known as *Totenkopfringe* ("Skull Rings") for their macabre design, these silver rings are individually inscribed for each wearer. Designed by Karl Maria Wiligut, although frequently worn as a symbol of rank and pride, their original purpose is to prevent those passing through the Wewelsburg gate to the Dreamlands from suffering the crippling physical sickness that afflicts most travellers. They also have the benefit of providing protection against *die Gefallenen*, which are rendered blind to the wearer's presence, ensuring Black Sun forces are not set upon by their own undead



creations. In addition, the rings shield their wearers from the bloodborn (p.232).

The rings also serve a secret purpose added by Weissler and known only to his Priors and Canons. When the correct incantation (Leech Essence/*leech essence*) is invoked, a sorcerer can drain any individual wearing an SS-Ehrenring within his line of sight (see p.213 for further details). Unwittingly, the SS have become a vast magical reserve for Black Sun's ultimate rites.

All members of Black Sun are presented with their rings upon initiation, while SS recipients are given theirs after three years of loyal service. Closely guarded, every effort is made to ensure the rings of fallen SS members are returned to Wewelsburg, though in the carnage of battle a few may be lost.

Tainted Crystal of the Elder Things

Cth Its purpose bent to an alien will, whilst it looks like an ancient storage device, the Tainted Crystal is, in fact, designed to suck Magic Points from an entity at a rate of 1D3 per round, and once emptied (or if a character is without Magic Points) drain the target's life force, removing 1D4 Hit Points per round until the person or creature is knocked unconscious, or the crystal is shattered by something inflicting at least 10 Hit Points of damage to it in a single attack. The subject must be in physical contact with the crystal for it to initiate the attack, and he is completely unable to act while it is draining him. If the person or crystal is forcibly removed, the person suffers the loss of 1D4 Sanity points per round from terrible hallucinations until he is at least 100ft (30m) away from the crystal.

Sav Its purpose bent to an alien will, whilst it looks like an ancient storage device, the Tainted Crystal is, in fact, designed to temporarily drain a person's ability to cast Mythos magic, draining 1 die of the Knowledge (Mythos) skill level per round; once this has been depleted, or if a character is without Knowledge (Mythos), the crystal drains the target's life force, causing a level of Fatigue per round until the person or creature is knocked unconscious, or the crystal is shattered by something (Object Toughness 8). The subject is completely unable to act whilst the crystal is draining them. If the person or crystal is forcibly removed, the person suffers Horror (+1) per round from terrible hallucinations until they are at least 100ft (30m) away from the crystal. The Knowledge (Mythos) skill slowly returns at one die per hour, as does the Fatigue, so an investigator who has a Knowledge (Mythos) of d6 will have it fully restored in two hours if it had all been drained away.

Yithian Mind Stamp

This device looks like a large, shaped pebble with various raised ridges on each side. Once gripped in the palm of the hand the Mind Stamp turns itself on. It has been pre-loaded with the desires, thoughts, and knowledge of three human minds from many centuries ago. A random mind will take over the holder of the Mind Stamp for 1D6 rounds, and the bearer's mind can only be freed from the temporary imprisonment by forcible removal of the pebble from his hand.

An affected person will resist efforts to remove the pebble, and this is likely to cause injury to his hand whilst doing so. The pre-loaded minds are likely to be insane from hundreds or thousands of years of being trapped inside the Mind Stamp, but they are still capable of using the holder's speech to communicate. It is possible that the imprisoned consciousnesses know something very relevant to the investigators' current predicament, and if they can be calmed down or reasoned with, they can reveal useful information.

Cth Any attempts to remove the Mind Stamp from a person's hand causes 1D4 Hit Points of damage as a result of their struggle to maintain a grip on it.

Sav Any attempts to remove the Mind Stamp from a person's hand causes 2d4 damage as a result of their struggle to maintain a grip on it.

> The rings also serve a secret purpose added by Weissler and known only to his Priors and Canons.

MYTHOS TOMES

Many of the arcane and dangerous secrets of the Cthulhu Mythos are hidden away in rare and impenetrable tomes, many of which were originally written hundreds of years ago and have since been translated, added to, excised, and rewritten. These books are often extremely fragile and are sought by many cults throughout the world. Just owning one of these tomes can cause the owner to be hunted and pursued across the globe as insane worshippers try to get possession of that all-important manuscript.

Cth There are several tomes in this chapter that include only ***Savage Worlds*** game stats; their ***Call of Cthulhu*** equivalents can be found on pp.94-97 of the Sixth Edition core rulebook. New tomes for ***Call of Cthulhu*** (the *Germania* and *Cults of the Idisi*) can be found on p.189 and p.188 respectively. The standard spells listed are described in ***Call of Cthulhu, Sixth Edition*: A Mythos Grimoire**, starting on p.217, while new spells can be found on pp.212-215.

Sav Reading Mythos Tomes

As discussed on p.193, the only way a character can raise their Knowledge (Mythos) skill is by successfully reading a

Mythos tome. This can be an arduous process, taking several weeks or more, and may call for more than one skill roll. Each roll takes represents one week of study; and, such is the convoluted, insane manner in which the books are written, these skill rolls are frequently made with a penalty. If a tome is written in the reader's native language, then they use their Smarts Attribute as their reading skill.

Once all the skill rolls have been successfully completed, the investigator may raise his Knowledge (Mythos) by one die type and reduce his Sanity by one. He will also have identified all of the spells contained in the book and can now start learning them as described on p.194.

A few of the most notorious and relevant books of the Cthulhu Mythos are detailed below.

Books of Eibon

There are three versions of this book.

Mythos Grimoire: **LIBER IVONIS**—*in Latin, translated by Caius Phillipus Faber, 9th Century AD.* Although the original work is ascribed to the Hyperborean wizard Eibon, the earliest verified edition is this Latin variant. The work has never been printed, but six bound manuscript versions have been recorded as passing through various library collections.

Sav **Language:** Latin (-1). 9 successful rolls needed to read the book. **Spells:** *call/dismiss Azathoth, call/dismiss R1im Shaikorth, chant of Thoth, contact formless spawn of Zhothaqquah (Tsathoggua), contact deity Kthulhut (Cthulhu), contact deity Yok Zothoth (Yog·Sothoth), contact deity Zhothaqquah (Tsathoggua), create gate, deflect harm, Eibon's wheel of mist, enchant sacrificial dagger, raise night fog, wither limb*, plus any other spells the Game Master wishes.

Mythos Grimoire: **LIVRE D'IVON**—*in French, translated by Gaspard du Nord, 13th Century AD.* Currently there are only thirteen handwritten, bound copies of this manuscript known to exist, all in varying degrees of completeness.

Sav **Language:** French (-1). 9 successful rolls needed to read the book. **Spells:** as per *Liber Ivonis*.

Mythos Grimoire: **BOOK OF EIBON**—*in English, translator unknown, 15th Century AD.* This particular edition of Eibon's work is comprised of an incomplete and highly flawed translation. There are eighteen copies on record, all transcribed by different authors.

Sav **Language:** English (-1). 7 successful rolls needed to read the book. **Spells:** as per *Liber Ivonis*, except *call/dismiss Rlim Shaikorth*, *chant of Thoth*, and *deflect harm* are absent.

Cultes Des Ghoules

Mythos Grimoire: **CULTES DES GHOULES**—*in French, by Francois-Honore Balfour, Comte d'Eriette, c.1702. Pub. France 1703.* Quarto. Immediately denounced by the Church upon publication, the book catalogues the history and practices of a sizeable French cult who counted amongst its members necromancers, necrophages, and necrophiliacs. Of the fourteen copies known to still be in existence, the most recent was rediscovered in 1916.

Sav **Language:** French (-1). 6 successful rolls needed to read the book. **Spells:** *black binding, call/dismiss Nyogtha, call/dismiss Shub-Niggurath, chant of Thoth, contact ghoul, resurrection, shrivelling, summon/bind byakheee, summon/bind dark young*.

Cult of the Idisi

Written by a Saxon scholar around the time of his brethren's defeat and conversion to Christianity by the mighty Charlemagne, the original *Cult of the Idisi* describes the pagan practices of an all-female sect of Shub-Niggurath worshippers in the region of northwestern Germany around Bremen and the River Weser. The unknown historian painstakingly describes their battle tactics and dark rituals, as well as their eventual extinction at the hands of the first Holy Roman Emperor. Little is known of the book after it is placed in the Benedictine monastery at Fulda, the base from which the Catholic Church organises its conversion of the native pagans to Christianity.

With the original apparently lost to history, a later copy of the book is discovered in Bremen in the early 1930s, although its exact provenance is unclear. Just what a medieval manuscript, probably created in the scriptorium attached to Bremen Cathedral, is doing buried under the floor of a cooperage in the Böttcherstrasse is anyone's guess. Ludwig Roselius, businessman, coffee magnate, and supporter of the *Völkisch* movement, gives this *Hanseatic Codex* to Hermann Wirth, of whose work he is a great admirer. After Wirth's selective translation, which he titles *Commentaries on the Northern Veneration of the Great Mother*, the book is transferred to the Great Library at Wewelsburg.

Mythos Grimoire: **CULT OF THE IDISI**—*in Latin, author unknown, pub. c.780-785.* The whereabouts of the original manuscript are currently a mystery, but copies may still be hidden in Germany's ancient monasteries.

Cth *Sanity loss 1D6/2D6; Cthulhu Mythos + 9 percentiles; average 10 weeks to study and comprehend/8 hours to skim.* Spells: *Mortal Shackles* (Bind Enemy), *Dark Mother's Bounty* (Bless Crops), *Dark Mother's Curse* (Blight Crops), *Presence of the Dark Mother* (Call Shub-Niggurath), *Closing of the Eyes* (Cause Blindness), *Bringer of Sickness* (Cause Disease), *Fleshly Puppet* (Compel Flesh), *Bend Bone* (Lame Animal), *Bond Bone* (Heal Animal), *Song of the Forest's Children* (Summon/Bind Dark Young).

Sav **Language:** Latin (-1). 4 successful rolls needed to read the book. **Spells:** mortal shackles (*bind enemy*), dark mother's bounty (*bless crops*), dark mother's curse (*blight crops*), presence of the dark mother (*call Shub-Niggurath*), closing of the eyes (*cause blindness*), bringer of sickness (*cause disease*), fleshly puppet (*compel flesh*), bend bone (*lame animal*), bond bone (*heal animal*), song of the forest's children (*summon/bind dark young*).

Mythos Grimoire: **HANSEATIC CODEX**—*in Latin, author unknown, pub. c.1185-1190.* Obviously a later copy of the Saxon original, this version of the book lacks much of the bloodthirsty detail of its predecessor and many of the spells. Wirth's own translation is lacking all spells, and readers should treat it as per *Culte des Femmes Guerrières du Nord* below.

Cth *Sanity loss 1D4/2D4; Cthulhu Mythos +4 percentiles; average 6 weeks to study and comprehend/5 hours to skim.* Spells: *Mortal Shackles* (Bind Enemy), *Presence of the Great Mother* (Call Shub-Niggurath), *Fleshly Puppet* (Compel Flesh), *Song of the Forest's Children* (Summon/Bind Dark Young).

Sav **Language:** Latin (-1). 3 successful rolls needed to read the book. **Spells:** mortal shackles (*bind enemy*), presence of the great mother (*call Shub-Niggurath*), fleshly puppet (*compel flesh*), song of the forest's children (*summon/bind dark young*).

> Written for the popular French occult market, the book contains many lurid details of the warrior-maidens.

CULTE DES FEMMES GUERRIÈRES DU NORD (CULT OF THE NORTHERN WARRIOR WOMEN)—*in French, by Hajo Duerre, pub. 1834.* 19th Century version of the *Cult of the Idisi* discovered in Paris by Édouard Saby. Written for the popular French occult market, the book contains many lurid details of the warrior maidens of the North, several of them made up by the author, although Duerre obviously had access to a more complete version of the book based on the various sly hints this manuscript contains.

Cth *No Sanity loss; Occult +2 percentiles. No spells.*

Sav **Language:** French (+0). 1 successful roll needed to read the book. **Spells:** successfully reading it provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls. Contains no actual spells.

MERSEBURG INCANTATIONS—*in Old High German, author unknown, pub. c.9th-10th Century.* Discovered in 1841 in the Merseburg Cathedral library in a manuscript taken from the Abbey at Fulda, Germany. Translations by the Brothers Grimm are available, but lack the power of the two charms noted in the original.

Cth *Sanity loss 0/1D2; Cthulhu Mythos +1 percentile; average 2 days to study/1 hour to skim; Spells: Bond Beast's Bones (Heal Animal), Unravelled Fetters.*

Sav **Language:** German (-2). 1 successful roll needed to read the book. **Spells:** bond beast's bones (*heal animal*), *unravelled fetters*. Successfully reading it provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls.

De Vermis Mysteriis

Mythos Grimoire: **DE VERMIS MYSTERIIS**—*in Latin, by Ludwig Prinn, 1542.* A black-letter folio is known to have been printed in Cologne, Germany, in the same year, with both books being suppressed by the Church upon publication due to its descriptions of the Arab world, both mundane and supernatural. There are only fifteen copies known to have survived into the 20th Century.

Sav **Language:** Latin (-1). 12 successful rolls needed to read the book. **Spells:** *Black binding, chant of Thoth, contact Yig*, invoke demon (*summon/bind byakhee*), invoke child of the goat (*summon/bind dark young*), *Prinn's crux ansata*, plus any other spells of the Game Master's choosing.

The Germania

A long lost tome, whose words are mostly available to the modern audience through its first printed version, produced in Nuremberg, Germany in 1473. Written by the famous Roman historian Gaius Cornelius Tacitus, who never actually visited the lands of which he speaks, it details the social structure, laws, and customs of the Germanic peoples who had given so much trouble to Rome, as well as discussing the individual tribes that made up the *Germanen*. Lost but not destroyed at the fall of the Roman Empire, the book is rediscovered in 860 in a monastery in Fulda, Germany, and several copies are made, omitting the most blasphemous and dangerous passages.

Having once more disappeared, quite probably on the orders of the Abbot of Fulda due to its disturbing content, another version of the book is discovered at the Abbey of Hersfeld, close to Fulda, in 1451. At some point over the next four years this version, known as the *Codex Hersfeldensis*, is taken to Rome for further study. It is not seen or heard of again until 1902 (possibly, in part), when the Aesinas Codex is discovered in Jesi, Italy, by Prof. Cesare Annibaldi in the library of Count Aurelio Balleani. Some believe that this version of the *Germania* is a fragment of the famed earlier *Codex*, although others think it is actually yet another copy and was never part of the Hersfeld original.

Fascinated by the book since 1924, when he reads it on a long train journey, Heinrich Himmler sees the *Germania* as a cornerstone of his revisionist Aryan history, referring to it as

the German Bible. Determined to track down an "original", he sets Rudolph Till, professor at Munich University and member of the *Ahnenerbe*, the task of finding one. In 1936 Till tracks down the Baldeschi-Balleani copy of the *Codex*, and Himmler badgers Hitler into requesting it from Benito Mussolini as a personal gift. The current Count refuses to hand it over, and only allows a photo-facsimile to be made two years later after repeated visits from the *Ahnenerbe*. The Count, well aware of Himmler's desire for the item, carefully hides the *Codex* in his *palazzo* in Jesi, safe from prying eyes.

Mythos Grimoire: **DE ORIGINE ET SITU GERMANORUM**—"Concerning the Origin and Situation of the Germanics", *in Latin, by Gaius Cornelius Tacitus, pub. 98AD*. Largely cribbed from other works, including Pliny the Elder's far more explicit and spell-laden *Bella Germaniae* (c.60-70AD), Tacitus' study of the Germanic tribes consists of forty-six very short "chapters". As well as the fairly standard minutiae of life in Northern Europe, the book also contains rather disturbing material on the nature of the tribes' religious practices. The exact whereabouts of this particular version of the book is currently unknown, if indeed it still exists.

Cth *Sanity loss 1D6/2D6; Cthulhu Mythos +12 percentiles; average 8 weeks to study and comprehend/6 hours to skim.* Spells: *Storm and Stress* (Alter Weather), Augur, *Speak with Darkness* (Call Nyogtha), *Speak with the Dark Mother* (Call Shub-Niggurath), *Fever's Pall* (Cause Disease), *Crushing Darkness* (Clutch of Nyogtha), *Speak with Black Toads* (Contact Formless Spawn), *Speak with Messenger* (Contact Nyarlathotep), *Speak with Toad-father* (Contact Tsathoggua), Curse of the Stone, *The Mother's Touch* (Healing), *Night and Fog* (Raise Night Fog), *Speak with Winged Hunter* (Summon Hunting Horror).

Sav **Language:** Latin (-1). 4 successful rolls needed to read the book. **Spells:** storm and stress (*alter weather*), augur, speak with darkness (*call Nyogtha*), speak with the dark mother (call *Shub-Niggurath*), fever's pall (*cause disease*), crushing darkness (*clutch of Nyogtha*), speak with black toads (*contact formless spawn*), speak with messenger (*contact Nyarlathotep*), speak with toad-father (*contact Tsathoggua*), curse of the stone, the mother's touch (*healing*), night and fog (*raise night fog*), speak with winged hunter (*summon hunting horror*).

Mythos Grimoire: **CODEX AESINAS**—*in Latin, copied by Stefano Guarnieri c.1541-45*. Owned by the Counts Baldeschi-Balleani of Jesi, Italy, since 1547. The object of Himmler's attention since 1936, this version of the book has lost much of the arcane knowledge of the original over the centuries. Himmler's photo facsimile of the book is used to produce *Palaeographical Studies of Tacitus' Agricola and Germania Along With a Photocopy of the Codex Aesinas* with Rudolph Till, in 1943. Any remaining Mythos sections have been carefully edited out of this particular German reprint on the orders of Reinhardt Weissler, and readers suffer only the effects listed for *The Complete Works of Tacitus*, as described below.

Cth *Sanity loss 1D4/2D4; Cthulhu Mythos +6 percentiles; average 4 weeks to study and comprehend/3 hours to skim.* Spells: Augur, *Fever's Pall* (Cause

Disease), *Crushing Darkness* (Clutch of Nyogtha), *Speak with Black Toads* (Contact Formless Spawn), Curse of the Stone, *Night and Fog* (Raise Night Fog), *Speak with Winged Hunter* (Summon Hunting Horror).

Sav **Language:** Latin (-1). 3 successful rolls needed to read the book. **Spells:** *augur*, fever's pall (*cause disease*), crushing darkness (*clutch of Nyogtha*), speak with black toads (*contact formless spawn*), curse of the stone, night and fog (*raise night fog*), speak with winged hunter (*summon hunting horror*).

THE COMPLETE WORKS OF TACITUS—*in English, Moses Hadas (ed.), based on the 1876 translation by Alfred Church and William Brodribb, pub. 1942*. Random House's Modern Library collection of Tacitus' works, including the *Germania*. Other than offering an insight into how Himmler has distorted the Roman history of the Germanic tribes to suit his own purposes, there is little of an occult nature to be learnt from this version of the book.

Cth *No Sanity loss; Occult +1 percentile. No spells.*

Sav **Language:** English (+0). 1 successful roll needed to read the book. **Spells:** Successfully reading it provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls.

Monstres and Their Kynde

Mythos Grimoire: **MONSTRES AND THEIR KYNDE**—*in English, author unknown, 16th Century AD*. There is only a single folio version of this handwritten manuscript still in existence, but that disappeared from the British Museum in 1898. Although rumours of other versions often surface, none has been verified. From the British Museum's catalogue records, the book is known to contain a plethora of topics cribbed from other, greater, works such as the *Necronomicon* and the *Book of Eibon*, amongst others. Many of the Mythos' most formidable entities are described therein, including Cthulhu and Yog-Sothoth.

Sav **Language:** English (-1). 8 successful rolls needed to read the book. **Spells:** Command faceless one (*summon/bind nightgaunt*), command ice demon (*summon/bind byakhee*), command night beast (*summon/bind hunting horror*), command star walker (*summon/bind dimensional shambler*), enchant sacrificial dagger.

Nameless Cults

There are three versions of this book known to still be extant.

Mythos Grimoire: **UNAUSPRECHLICHEN KULTEN**—*in German, by Friedrich Wilhelm von Junzt, 1839, possibly printed in Hamburg*. Quarto. Frequently referred to as the Black Book, this tome discusses the author's connections to a variety of cults and secret societies. Six copies of this particular edition are known to be held by highly respected libraries in Europe and America, although other editions are also rumoured to exist. The original edition can easily be identified thanks to Gunther Hasse's horrific engravings.

Sav **Language:** German (-1). 12 successful rolls needed to read the book. **Spells:** approach brother (*contact ghoul*), beckon great one (*contact Father Dagon*), call aether devil (contact Mi-go), call forth the sun (*call/dismiss Azathoth*), call forth the horned man (*call/dismiss Nyarlathotep*), call forth that which should not be (*call/dismiss Nyogtha*), call forth the woodland goddess (*call/dismiss Shub-Niggurath*), command airy travellers (*summon/bind byakhee*), command the trees (*summon/bind dark young*), contact children of the deep (*contact deep ones*), revivify (*resurrection*), plus any other spells the Game Master wishes.

Mythos Grimoire: **NAMELESS CULTS**—*in English, translation by author unknown, pub. 1845*. Octavo. This is an unauthorised and badly flawed translation published by Bridewell of England. A minimum of twenty copies are known to be held in various collections, both public and private.

Sav **Language:** English (-1). 10 successful rolls needed to read the book. **Spells:** as per *Unausprechlichen Kulten*, but most of the spells in this version of Nameless Cults are incomplete or faulty. The modifier to learn its spells is -4, and once an attempt has failed twice then the spell proves to be fatally flawed and cannot be learned.

NAMELESS CULTS—*in English, author unknown, pub. 1909*. This edition is a sanitised version of the faulty Bridewell text, published by Golden Goblin Press, New York, and contains only descriptions of the spells and not the complete rituals of the earlier editions. This volume occasionally crops up in used bookshops, if you are prepared to look hard enough.

Sav **Language:** English (+0). 7 successful rolls needed to read the book. **Spells:** none.

The Necronomicon

This terrible and iconic book is available in five versions.

Mythos Grimoire: **AL-AZIF**—*in Arabic, by Abdul al-Hazrad c. 730 AD*. The original form of this tome is unknown, but numerous manuscript versions are known to have passed between early medieval scholars before it was reported as lost in the 12th Century. An immense collection of esoteric and blasphemous knowledge, the book touches on nearly every aspect of the Mythos, and is a valuable source of information on a wide variety of subjects, including charts and star maps.

Sav **Language:** Arabic (-2). 14 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** *call/dismiss Azathoth*, *call/dismiss Cthugha, call/dismiss Hastur, call/dismiss Nyogtha, call/dismiss Shub-Niggurath, call/dismiss Yog-Sothoth, chant of Thoth, contact ghoul, contact Nyarlathotep, contact sand dweller, dominate, dread curse of Azathoth, elder sign, powder of Ibn-Ghazi, resurrection, shrivelling, summon/bind byakhee, summon/bind fire vampire.*

Mythos Grimoire: **NECRONOMICON**—*in Greek, translated by Theodoras Philetas, c.950 AD.* It is unclear what the fate of earlier manuscript versions has been, although they must have existed at some point due to the presence of an Italian folio edition. Suppressed by the Church, this manuscript lacked any drawings, maps, or charts; the last accurately identified copy was burned in Salem in 1692.

Language: Greek (-2). 14 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** as *Al-Azif*.

Mythos Grimoire: **NECRONOMICON**—*in Latin, by Olaus Wormius, 1228 AD.* In its first incarnation, the book was circulated in manuscript form prior to being printed in Germany in the late 15th Century as a black-letter folio. The Spanish edition of the early 17th Century is almost identical to the German version. At this moment in time, only one copy of the German printing exists; the Spanish edition has survived far better, although there are still only four copies extant.

Language: Latin (-2). 13 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** as *Al-Azif*.

Mythos Grimoire: **NECRONOMICON**—*in English, translation by Dr. John Dee, 1586.* Although an accurate translation of the Greek version, certain of the more unsavoury passages have been ommitted. Dee's work on the *Necronomicon* has never been printed and exists only in bound manuscript form. There are currently believed to be three almost complete copies in existence.

Language: English (-2). 12 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** Call forth the angel Yazrael (*call/dismiss Yog-Sothoth*), call forth the lord of the pit (*call/dismiss Nyogtha*), chant of Thoth, consult dark servant (*contact ghoul*), consult ye spirit of the earth (*contact Nyarlathotep*), *dominate*, *elder sign*, *powder of Ibn-Ghazi*.

Mythos Grimoire: **SUSSEX MAUSCRIPT**—*in English, translated by Baron Frederic, 1597.* Octavo. This edition represents a muddled and incomplete translation of the Latin *Necronomicon*, originally printed in Sussex, England. The book is more properly known as the ***Cultus Maleficarum***.

Language: English (-1). 9 successful rolls needed to read the book. **Spells:** as per *Al-Azif*, but some of the spells are possibly dangerously flawed. The modifier to learn its spells is -4, and once an attempt has failed twice then the spell proves to be fatally flawed and cannot be learned.

Pnakotic Manuscripts

Mythos Grimoire: **PNAKOTIC MANUSCRIPTS**—*in English, unknown author, 15th Century AD.* In the form of a bound manuscript, five versions of this book are known to be housed in European and American collections. The apparent precursor volume, the *Pnakotica*, was written in classical Greek. Some claim that the book traces its origins to the pre-human crinoids who allegedly seeded life on Earth.

Language: English (-1). 11 successful roll needed to read the book. **Spell:** Contact winged thing (*contact elder thing*).

True Magick

Mythos Grimoire: **TRUE MAGICK**—*in English, by Theophilus Wenn, 17th Century AD.* Described as an encyclopedia of the Devil's Lore, this tome exists only as a small and crumbling hand-bound manuscript.

Language: English (-1). 4 successful rolls needed to read the book. **Spells:** Call forth the winged one (*summon/bind byakhee*), speak with the dark one (*call/dismiss Nyogtha*), plus other spells of the Game Master's choosing.

I'D RATHER HAVE A GOOD, OLD-FASHIONED GUN OVER A MOULDY,
OLD BOOK ANY DAY, NO MATTER WHAT YOU SAY'S IN THERE.

AND YOU CAN QUOTE ME ON THAT.

-SGT. CARTER

CHAPTER 10

Deadly Illusions and Cursed Knowledge

One of the few gifts given to the worshippers and practitioners of the Cthulhu Mythos is the ability to cast spells which distort, and even ignore, the rules of reality. The majority of these spells summon a Mythos entity and bind it to the caster's will, but there are also others spells: those which inflict direct harm on enemies; those which warp and change the caster's body; those which enchant weapons or other items; and some which even directly contact the deities of the Mythos themselves.

Practitioners of this arcane conjury have created numerous artefacts to help them in their schemes and machinations. Many of these are books detailing their discoveries and speculations; some of these tomes are hundreds of years old, but more modern volumes and translations also exist (although these are often less useful due to the corruption of the original contents through censorship, mistranslation, and misunderstanding). Other items are much more weird and otherworldly: actual magical relics and devices which bestow their own powers upon the user.

Using these spells and artefacts is not without risk, however. When exploiting the strange energies and forbidden knowledge of the Mythos, a practitioner risks it eroding his sanity and, in extreme cases, changing him not only psychologically but also physically—none who have an esoteric brush with the Mythos are left untouched.

Cth Those using the ***Call of Cthulhu, Sixth Edition*** rules to play ***Achtung! Cthulhu*** can find new spells described on pp.212-215. The other spells described in this chapter can be found in the core rulebook from p.217 onwards.

Sav As Mythos magic is a new concept for the ***Savage Worlds*** Acthung! Cthulhu setting, this chapter describes how to learn and use the spells and knowledge of the Mythos. The Grimoire section describes those spells adapted from the core ***Call of Cthulhu*** rulebook for use by ***Savage Worlds*** players; new spells specifically created for the setting can be found on pp.212-215.

Sav USING THE CTHULHU MYTHOS

Knowledge (Mythos)

An investigator can only hope to have a very vague understanding of the Cthulhu Mythos, and as their knowledge grows, their sanity will erode. Knowledge (Mythos) is treated like every other Knowledge skill in ***Savage Worlds***, and is listed in die types from d4 to d12. However, each increasing die type reduces the investigator's Sanity by 1, and if an investigator's Sanity is ever reduced to zero, then he is lost to the Mythos, becoming permanently and irrevocably insane. At this point he becomes a GM-controlled NPC and probably an enemy of the remaining investigators.

> The majority of these spells summon a Mythos entity and bind it to the caster's will, but there are also others...

Example: Sergeant James Mullen has a Spirit of d8, which gives him a Sanity of 6 (d8/2+2). However, Mullen "liberated" some Nachtwölfe *documents during a top secret mission in Sicily and, rather than hand them over to the Brass, something made him keep them back and read them at his own leisure.*

What he reads there about the foul eldritch experiments that the Nazis are conducting on prisoners has not only hardened his resolve to fight the war, but also given him many sleepless nights. Mullen, through reading the documents, now has a Knowledge (Mythos) d4 skill, and this makes his Sanity drop to 5.

Knowledge (Mythos) is used as both the skill to cast spells and to make sense of the mysteries of the Cthulhu Mythos. However, a Game Master should be careful to avoid his scenario's secrets being unravelled by a couple of lucky dice rolls and is well within his rights to declare a particular mystery unfathomable despite an investigator's skill, if (and only if) it serves the purposes of the plot.

Listings of the most common Cthulhoid tomes in an ***Achtung! Cthulhu*** campaign can be found in the section starting on p.187. If an investigator successfully reads and understands one of these tomes (not an easy task in itself, as these books are often written by insane cultists, and usually in code) then their Knowledge (Mythos) skill is raised by one die type, with the accompanying effect on their Sanity. Note that this is the one skill in ***Achtung! Cthulhu*** which cannot be raised when levelling up. It can also never be rolled unskilled.

Learning Spells

The only way to learn the dangerous spells of the Cthulhu Mythos is to somehow wrest them from the pages of eldritch, rambling, and confusing tomes, manuscripts, or pamphlets. These repositories of dangerous knowledge are collectively known as the Tomes of the Cthulhu Mythos.

As already mentioned, these books are predominantly written by madmen and reading them can be a maddening experience (quite literally in most cases). Reading one of these books (see p.188) allows a reader to identify a number of spells held within its pages, though deciphering them and putting them to use is another matter entirely.

To attempt to learn each individual spell, an investigator must make a roll using the same language skill he used to read it in the first place. This attempt suffers a further -1 penalty in addition to whatever penalty the book already imposes. These reality warping spells are not easy for the human mind to grasp, and understanding can evade even the sharpest of intellects.

Success: if the roll is a success, then the investigator can now cast the spell whenever he likes, as long as he meets the material and temporal requirements. Casting these spells can take a heavy toll on the psyche of the caster, though. Learning a spell takes a solid day of study; half a day on a raise.

Failure: the investigator wastes a day trying to learn the spell, and has not been successful. There is nothing to stop him from trying again another day, however.

Critical Failure: if the language skill die comes up a natural 1, then the investigator has glimpsed truths about the world which eluded him on his previous read-through and must make a Horror (+1) check, or suffer the consequences. Not only is a day wasted, but the investigator must make daily Spirit rolls before he can face going back to the books and studying again.

Casting Spells

Casting the spells of the Cthulhu Mythos is not an easy thing to do and should never be done lightly. Many of the spells take a long time to cast and require very particular ingredients—often including human sacrifice. They also have a potential cost to the psyche and sanity of the caster and, finally, they often bring the caster to the attention of, or into the presence of, creatures and entities which no right-thinking person would ever want to encounter.

Once all the ritualistic needs of the spell have been met, the caster rolls his Knowledge (Mythos) skill, often with penalties to the roll. If he rolls a 4 or more, then the spell has been successfully cast. If the caster rolls a natural 1 on his casting die, then not only is the spell unsuccessful but he also gains a point of Dementia.

If the spell has been successfully cast, then the caster (and sometimes his helpers) must pay the Cost of casting the spell. This is usually a Horror or Terror test, much like those for encountering Mythos creatures, and often with penalties to the Spirit roll.

A caster can lower the casting penalty of the spell by taking longer to cast it, involving others in the ritual, or subjecting himself to more potential psychological damage. Exactly how this happens is detailed in the following sections.

LONGER CASTING TIME

If the caster doubles the length of time the spell takes to cast, then the Casting Modifier is reduced by one. If the casters takes an extra hour to cast the spell (on top of the normal casting time), then the Casting Modifier is reduced by two. If the caster takes an extra day to cast the spell (on top of the normal casting time), then the Casting Modifier is reduced by 4.

The spell must not be interrupted at any point during this extended casting time. The Casting Modifier can be turned into a bonus via the reduction of the casting penalty, but it can never be pushed beyond a +2.

The caster can spread the pain of this casting around a little bit if he has help.

MORE CASTERS

The Casting Modifier can also be reduced by increasing the number of casters. Each extra caster reduces the modifier by 1. One of the casters must be the ritual leader, and although this role can be handed off to other casters during the casting time, the same person must be the ritual leader at both the start and the finish of the casting. For more information on this, see the section on co-operative rolls in the ***Savage Worlds*** core rulebook (**Chapter 3: Game Rules**).

EXTRA COST

A caster can open themselves to the strange energies and mind-shattering forces which permeate the dimensions; those which are exploited by the casting of these spells and rituals. The caster can transfer as many of the Casting Modifier penalties as he wishes to the Cost roll. This can negate the Casting Modifier completely, but can never nudge it into a bonus, unlike taking longer to cast the spell.

If a spell has no initial Cost, or the initial Cost is Nausea, then this option either creates or upgrades the Cost to Horror (+0).

The caster can spread the pain of this casting around a little bit if he has help. The penalty is divided by the number of people involved in the casting, and they must all make the required Cost roll, with a minimum penalty of zero. Under these circumstances, not everyone involved in the casting needs to have a Knowledge (Mythos) skill—they just serve to soak up the damage.

THE GRIMOIRE OF THE CTHULHU MYTHOS

Listed here are many—but certainly not all—of the spells available to the worshippers of the Cthulhu Mythos. Each spell has the following statistics:

NAME

The names listed here are the most basic and descriptive names of the spells which, quite frankly, can be rather prosaic. The spells get much more creative and flowery names in the tomes where they are found, potentially leading to considerable confusion on the part of the unwary. For example, *courting the kindness of the [bloated] Mother, communing with the beast,* and *receiving the blessing of the Bloody Tongue* are all the same spell: *contact Nyarlathotep.*

CASTING MODIFIER

Casting these spells is difficult and, even if successful, dangerous to the sanity of the caster. All the spells have a penalty to the Knowledge (Mythos) roll to cast the spell. This penalty can be as high as -10.

Note: An Insane caster reduces the Casting Modifier by 2.

RANGE

This is the maximum distance the target of the spell can be from the user when the spell is first activated. Under certain circumstances (dependent on what is being cast), the spell remains in effect even if the target moves out of Range, as long as the caster maintains the necessary incantations/conditions. A Range of Smarts, for example, means 10" for a character with a Smarts of d10. If a spell lists three Ranges, such as 2/4/8, these are read in the same way as missile weapon Ranges, and incur the standard penalties for each of the Range brackets (0/-2/-4). The character's Knowledge (Mythos) skill roll acts as both his casting and attack total for these spells. Some spells have a "special" Range; exactly what that entails is explained in more detail in the spell's description.

DURATION

Unlike a lot of spells in the ***Savage Worlds*** settings, most Mythos spells either have a duration of Instantaneous, meaning they have an immediate effect (such as a damaging spell), or the effect is permanent (such as a summoning spell). Some spells have a special duration; this is explained in more detail in the spell's description.

COST

Using the Cthulhu Mythos is taxing on the mental wellbeing of the caster. Each of the spells listed below has a listed Cost similar to that of seeing a creature (see p.XX). If the caster attempts to invoke the spell, he must make a Spirit roll with the penalty detailed in the spell's description or suffer the consequences listed, whether the spell is successful or not! Usually this is a roll on the Horror or Terror

Effects Tables. Remember, this cost can be spread amongst casters if more than one person is involved in the ritual.

Some spells (usually those which contact or summon deities directly) are so sanity shattering they automatically reduce the Sanity of a caster, as well as incurring additional costs. All those involved in the casting of the spell pay dearly for their involvement.

SPELL DESCRIPTIONS

Alter Weather

Casting Modifier: see below
Range: see below
Duration: see below
Cost: Horror (+2)

This spell modifies any weather condition, either calming or intensifying it; a large group of sorcerers could achieve spectacular meteorological effects by acting in concert, if they so wished. Casting the spell requires three minutes of song-like chanting for every level of weather modification desired (see below). The effective radius of the spell is two miles (3.2km), but each Casting Modifier of -1 (in addition to that inflicted by the desired weather alteration) increases the affected radius by 1 mile (1.6km). The duration of the spell is determined by the eventual penalty; it lasts for thirty minutes for every -2 penalty incurred.

Five weather components can be altered and each "step" of change inflicts a -2 penalty; if the desire is to move two steps along the track, for example *partly cloudy* to *heavy clouds*, this will inflict a -4 penalty on the casting roll. For snow to fall the temperature must be -1°C (or 30° F), otherwise the cloudburst consists of rain, not snow.

The five weather components are as follows:

CLOUD COVER LEVELS
1: clear, 2: foggy, 3: partly cloudy, 4: cloudy, 5: heavy clouds.

PRECIPITATION LEVELS
1: dry, 2: drizzle or mist, 3: rain/snow, 4: hail/snow,
5: heavy rain/heavy snow, 6: thunderstorm/blizzard.

TEMPERATURE LEVELS
One level raises or lowers the temperature in the affected area by 2.8°C (5°F).

WIND DIRECTION LEVEL
1: north, 2: northeast, 3: east, 4: southeast, 5: south,
6: southwest, 7: west, 8: northwest.

WIND SPEED LEVELS
1: calm, 2: breezy, 3: gusty, 4: strong steady wind, 5: gale,
6: local hurricane, 7: tornado.

Augur

Casting Modifier: -2
Range: self
Duration: instant
Cost: Nausea (+0)

This spell grants the caster premonitions of the future, be it in the form of visions, prophetic dreams or automatic writing. The casting itself can involve examining animal entrails, reading tea leaves or casting runes, but the glimpse of the future is often vague and confusing. Even if the spell is successful the Game Master can call for a Smarts (-1) roll to understand what has just been seen.

Bat Form

Casting Modifier: -2
Range: self
Duration: until sunrise
Cost: Horror (-1)

The caster takes on the form and abilities of a flying fox, but retains their original stats. Flying foxes have the Alertness Edge and can fly 10"; they also are size (-2) and attacks against them are at -2 penalty. They have a bite that inflicts Str+d4 damage.

Become Spectral Hunter

Casting Modifier: -4
Range: touch
Duration: permanent
Cost: 1 Sanity

This spell transforms a willing volunteer into a spectral hunter, a hideous humanoid creature described on p.232. Casting the spell requires a small, specially made figurine as well as the blood of many animals, and takes several hours to cast. If the figurine is ever destroyed, then so is the spectral hunter.

Bind Dreamer

Casting Modifier: -3
Range: special
Duration: see below
Cost: Horror (+1)

This spell prevents a dreamer from waking up in the Waking World by trapping his "astral" self in the Dreamlands. The caster must locate the dreamer first, either by dreaming himself or by using the *snare dreamer* spell. The target must make a Spirit roll opposed by the caster's Knowledge (Mythos) roll or be affected by the spell.

While the target is affected by the spell, his body in the Waking World must make a Vigor roll every day, or suffer a level of Fatigue. The dreamer can leave the Dreamlands by finding one of the physical exits from the realm, but otherwise he cannot wake up. If the target is imprisoned in the Dreamlands, his body will eventually die, trapping him forever in the lands of dream.

Bind Enemy

Casting Modifier: +0
Range: Smarts ×10 in miles
Duration: 7 days
Cost: none

The caster creates an effigy of the spell's target, which must include some of the victim's hair or nail clippings to be effective. The spell takes a day to cast and at the end of the ritual the caster makes a Knowledge (Mythos) roll opposed by the target's Spirit. If the caster is successful, the target is unable to physically or magically attack the caster for the next seven days. The binding is broken if the effigy is destroyed or the caster attacks the spell's victim.

Bind Soul

Casting Modifier: -4
Range: see below
Duration: see below
Cost: Horror (+0)

This spell allows the caster to imprison a human soul, and thereby murder or control the body. To control the body the caster will need other spells such as *compel flesh* (see p.201).

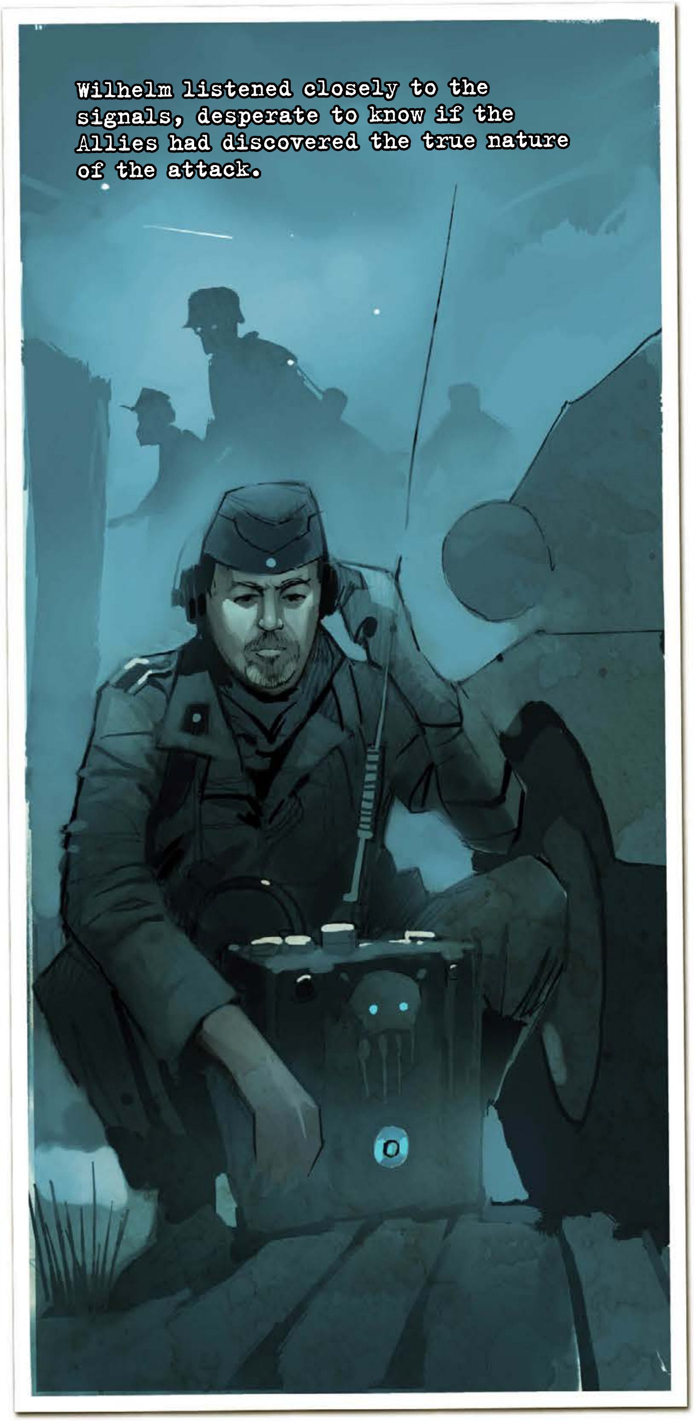
Before the spell is cast a special, sealable vessel, such as a box or jar, must be ritually prepared; this takes three days. The target soul must then be located. This can be done the mundane way using kidnap and imprisonment, or a more arcane way such as use of the *snare dreamer* (see p.209) spell.

Once the soul has been located and the spell successfully cast, then the caster must succeed at an opposed Spirit roll with the target. If the caster succeeds, then the target soul is trapped in the vessel and can only be released if the vessel is located and opened. For every two days the soul is bound, the body must make a successful Vigor roll or suffer a level of Fatigue.

Despite their separation, there is a spiritual link between the body and the trapped soul which can be detected with artefacts such as the powder of Ibn-Ghazi, using either triangulation or expending an awful lot of powder and following the spider web-like traces.

Black Binding

Casting Modifier: -4
Range: see below
Duration: permanent
Cost: Horror (+0)


Wilhelm listened closely to the signals, desperate to know if the Allies had discovered the true nature of the attack.

This spell creates a single zombie. A ritual liquid is poured over the corpse or grave and is left to mature for a week, after which time the words of the spell are intoned. If successful, the corpse comes to hideous unlife and follows the caster's commands. The ingredients of the liquid are decided by the Game Master and should be hard to come by.

Bless Blade

Casting Modifier: -2
Range: touch

Duration: permanent
Cost: Horror (+0)

This spell enchants a bladed weapon so that it is able to harm entities immune to normal weapons. The process must include a blood sacrifice of an animal at least the size of a very large dog or bigger (humans included) and can be cast upon a weapon of any size. The weapon must be made from an elemental metal, such as iron or silver, and the effect is permanent until the weapon is destroyed. The weapon is immune to any damaging effects of striking Mythos creatures (if they have acid for blood, for example).

Blight/Bless Crop

Casting Modifier: -2
Range: sight
Duration: permanent
Cost: Horror (+0) for *blight crop*, none for *bless crop*

This spell causes one acre of crops to either wither and die or blossom and grow with vigour. Wounding or Shaking the caster breaks the blight.

Body Warping of Gorgoroth

Casting Modifier: see below
Range: self
Duration: permanent
Cost: Horror (-2)

This spell allows the caster to change his physical form. Casting the spell takes 1d6+4 minutes, during which time the caster invokes Nyarlathotep and repeats the phrases of the spell. The Casting Modifier of the spell is -2, but this is doubled if the shape being emulated is a Size difference of 1 larger or smaller than the caster. The effect is permanent and can only be changed by casting the spell again.

The caster does not gain any stat changes from casting the spell, but may gain Size and Charisma bonuses or penalties, depending on the subject he is copying—if indeed he is copying someone. The new form is flesh, but can appear to be rock or wood if the caster desires. The new form can also give the caster new modes of moving.

If the spell is used to mimic someone then a Notice (-2) roll will see through the disguise; if the observer is familiar with the specific person being mimicked, the penalty decreases to +0. If they are totally unfamiliar with the subject, the penalty is -4.

Breath of the Deep

Casting Modifier: -2
Range: sight
Duration: 4 rounds
Cost: Horror (+0)

As a result of having this spell cast upon him, the target's lungs fill with seawater and he begins to drown. The target must make a Vigor (-4) roll on the first round, followed by a Vigor (-3) roll on the next one, continuing to decrease the penalty by one each round until the penalty reaches zero, at which point the spell ends. Each failed roll causes one level of Fatigue. Making the roll is an action and causes Multi Action Penalties on further activities each round.

Recovering from each level of Fatigue takes 5 minutes of inaction, and if the target becomes Incapacitated, they may still drown if they do not receive help. See Drowning in the ***Savage Worlds*** core rulebook (**Chapter 4: Situational Rules**).

Brew Dream Drug

Casting Modifier: -2 per two doses of the drug
Range: see below
Duration: 4 hours
Cost: none

This spell creates a drug which quickly puts the drinker into a deep slumber for four hours; during this time the drinker is active in the Dreamlands, although the time spent there may seem much longer or shorter than four hours due to the subjective nature of dreams. Those who drink the same draft together all enter the Dreamlands as a group.

The brewing of the thin, brown liquid requires a large number of herbs, some commonplace and others mystical and rare. The brewer dictates where in the Dreamlands the drinkers will awaken by choosing a specific mix of herbs.

Brew Space Mead

Casting Modifier: -1 for factor of 100 light years travelled
Range: self
Duration: until journey is complete
Cost: see below

This spell creates a magical drink which allows a human to survive a journey through the vacuum of space. Brewing space mead takes at least a week and each batch has five special ingredients chosen by the Game Master. Every fermentation of space mead will require different ingredients, as each trip is likely to have a very different destination. Each dose only allows one journey, so the brewer will have to remember to take a dose for the return trip or else find themselves unable to safely make their way home.

Space mead does not give the drinker the ability to travel through space, so a mount must be summoned who is able to do so. While in space, the traveller is in mental and physical stasis and unaware of his surroundings; this state ends when he arrives at his destination.

Table 21 contains the Costs and Casting Modifiers for the spell depending on how long the journey is. The Casting Modifier is for each dose, though the brewer only has to pay the Cost once.

Table 21: Space Mead Costs & Modifiers

Journey Distance in Light Years	Casting Modifier	Cost
100	+1	Horror (+1)
1000	+1	Horror (+1)
10,000	+0	Horror (+0)
100,000	+0	Horror (+0)
1,000,000	-1	Horror (-1)
10,000,000	-1	Horror (-1)
100,000,000	-2	Horror (-2)
1,000,000,000	-2	Horror (-2)
10, 000,000,000	-4	Horror (-4)

Bring Pestilence

Casting Modifier: -2
Range: touch
Duration: see below
Cost: Terror (-1)

This foul spell only affects those in the Dreamlands and inflicts dreadful diseases on the victim. The sleeping body of the dreamer must be touched during the casting with a piece of decayed human flesh, and the victim must make a Spirit roll to resist, with the target number set by the result of the casters Knowledge (Mythos) roll.

If the spell is successful then the astral form of the victim starts to exhibit the symptoms of a terrible illness which inflicts a level of Fatigue each day until the victim perishes. The disease can be treated in the Dreamlands with a successful Healing (-2) roll, in which case the victim recovers from the Fatigue in 7 hours. If the victim can manage to awaken before perishing then the spell is broken and on their next visit to the Dreamlands no sign of the sickness exists.

Call/Dismiss Deity

Casting Modifier: -10
Range: special
Duration: special
Cost: Terror (-1), plus 2 points of Sanity

There are a variety of deities who can be summoned using variations of this spell. The main ones are listed below, along with any special conditions required.

AZATHOTH

The casting of this spell is extremely dangerous and will likely destroy the land for miles around if successful, and could, potentially, even destroy the Earth. The spell must be cast outside and at night, but no other special preparations or exotic ingredients are required.

CTHUGHA

This spell brings Cthugha to the flame (usually a torch) held by the main caster, and as the spell is incanted, the caster moves the flame in specific ritualistic motions to attract the god's attention. The spell can only be cast on clear nights when Formalhaut is above the horizon (September to November in North America, for example).

HASTUR

This spell draws the deity to a focus of nine large blocks of stone laid out in a V-pattern; each of the stone blocks needs a volume of at least 9 cubic yards (6.8 cubic metres). The spell can only be cast on clear nights when Aldebaran is above the horizon, restricting its use to between October and March. Each Byakhee present at the casting of the spell reduces the Casting Modifier by 1.

ITHAQUA

This spell attracts the attention of Ithaqua, but its presence may be noticed only as an icy gale or biting whirlwind. The spell must be cast on an enormous mound of snow, limiting the number of locations such an incantation can be performed.

NYOGTHA

This spell draws the dark god to the surface of the Earth, and can only be cast in complete and utter darkness.

RLIM SHAIKORTH

This spell must be cast on one of the great icebergs off the coast of Greenland. When it is cast successfully, Rlim Shaikorth rises from the depths and consumes a boat full of bound sacrifices. Only once his hunger has been sated will he be willing to communicate with his worshippers.

SHUB-NIGGURATH

This spell calls Shub-Niggurath to an altar stone which has been freshly consecrated with the blood of at least 20 human-sized sacrifices. This spell can only be cast in a dank wilderness on the night of a dark moon. Each Dark Young present reduces the Casting Modifier by 1.

YOG-SOTHOTH

This spell calls Yog-Sothoth to a specially constructed stone tower, which must be in an open area under a cloudless sky. The tower must be at least ten yards (9m) high, and the caster must designate a human sacrifice for the god's taking. The identification of the victim does not need to be particularly specific—gesturing towards a nearby village is sufficient, thereby allowing the god to select his own sacrifice.

Cause Blindness

Casting Modifier: -2
Range: smarts
Duration: instant
Cost: Horror (-1)

The victim of this spell must succeed at a Spirit roll opposed by the caster's spellcasting result. Failure causes permanent blindness, which inflicts the Blind Hindrance; the target also suffers 1d4 Dementia. This spell takes a day to cast.

Cause Disease

Casting Modifier: -4
Range: see below
Duration: permanent
Cost: Nausea (-2)

This spell afflicts the victim with a febrile sickness similar to cholera, malaria, or pneumonia. The caster rolls his Knowledge (Mythos) skill and the target tries to resist this with his Spirit; if he fails, he has contracted a Long Term, Chronic, Minor Debilitating disease (see the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules—Diseases** for more information). The victim is constantly Fatigued and must make a Vigor test at the start of every game session. If the result is a 1 or less, the victim succumbs to his disease and passes away sometime during that session.

To cast the spell, the caster must obtain something personal from the victim which has touched his mouth. This object must then be buried in a deep hole containing shreds of poisonous plants and/or bamboo. The hole is filled in and topped off with a specially carved stone. Then the spell is cast and, if successful, it afflicts the target wherever he may be. Only curative magic or retrieving the buried object breaks the spell; modern medicinal cures are useless.

Chant of Thoth

Casting Modifier: -2
Range: self
Duration: 2 hours
Cost: Horror (+1)

This spell increases any Smarts-based skill by a die step—2 steps if the caster gets a raise. Casting the spell takes 30 minutes and can only be used on a skill the caster already has. It cannot be used to gain dice in an unknown knowledge base or language.

Circle of Nausea

Casting Modifier: -2
Range: Large Burst Template

Dismiss Deity

It is possible to dismiss a deity, but doing so is a desperate, time consuming endeavour. Dismissing a deity has exactly the same Casting Modifier as calling it, but the caster can lower the Casting Modifier by sacrificing Sanity to the casting of the spell. Casting time and any additional preparations needed are determined by the Game Master.

Duration: varies
Cost: Nausea (+1)

This spell creates a protective circle around the caster which causes anyone entering it to be afflicted with nausea and pain. Creating the circle takes 5 minutes, during which the caster inscribes a circle on the ground and then places enchanted stones at the four cardinal compass points.

Anyone who enters the circle must make a Spirit (-4) roll for every round they are within the area of effect, using the caster's Knowledge (Mythos) roll as their target number. Failure means they are Shaken and gain one level of Fatigue. Failing the roll on subsequent rounds does not increase the level of Fatigue or cause a wound (as normally would happen with two Shaken results), but they continue to be Shaken. As soon as someone succeeds at the roll then the circle is broken and the spell is destroyed.

Cloud Memory

Casting Modifier: -1
Range: sight
Duration: permanent
Cost: Horror (+1)

This spell blocks the target's ability to remember a particular event. The caster must be able to communicate directly with the target and must overcome the target's Spirit roll with their casting roll to succeed. The memory blocked must be very specific and cannot be something like "forget what you did yesterday"; instead it must be something more closely defined, such as "forget the cultist who attacked you yesterday".

The spell cannot be used to reduce Knowledge skills (including Knowledge (Mythos)) and cannot be used to erase the Cost of witnessing the Cthulhu Mythos. A skilled psychologist may recover the repressed memory if he can later overcome the casting roll with a Knowledge (Psychology) roll.

Clutch of Nyogtha

Casting Modifier: +0
Range: Smarts
Duration: varies
Cost: Terror (-2)

This cruel spell induces a heart attack in the target. Each round the spell is cast, the target must resist it with his Vigor using the caster's Knowledge (Mythos) as his target number. If he succeeds he is Shaken; success with a raise means he can operate normally, and failure means he takes a level of Fatigue and is paralysed with pain. On the final Fatigue level his chest explodes and his blistered, smoking heart appears in the caster's hand.

Compel Flesh

Casting Modifier: -1
Range: sight
Duration: 3 rounds
Cost: Horror (+1)

This spell turns a target into a living zombie who is able to follow the simple commands of the caster. This spell only works on victims who have been successfully targeted by the *bind soul* spell; a successful casting (which only takes one round) awakens the target from his stupor, allowing him to follow the caster's simple commands for three turns.

Consume Likeness

Casting Modifier: -1
Range: self
Duration: varies
Cost: 1 point of Sanity

This spell allows the caster to assume the living likeness of someone who has died. The subject must be the same Size as the caster (so a caster with a normal frame could not consume the likeness of someone with the Brawny Edge or Small Hindrance). The caster must ritualistically eat the corpse of his target, after which he can then take on the form of his gruesome meal. More than one form can be consumed and taken if the caster is willing to pay the Cost.

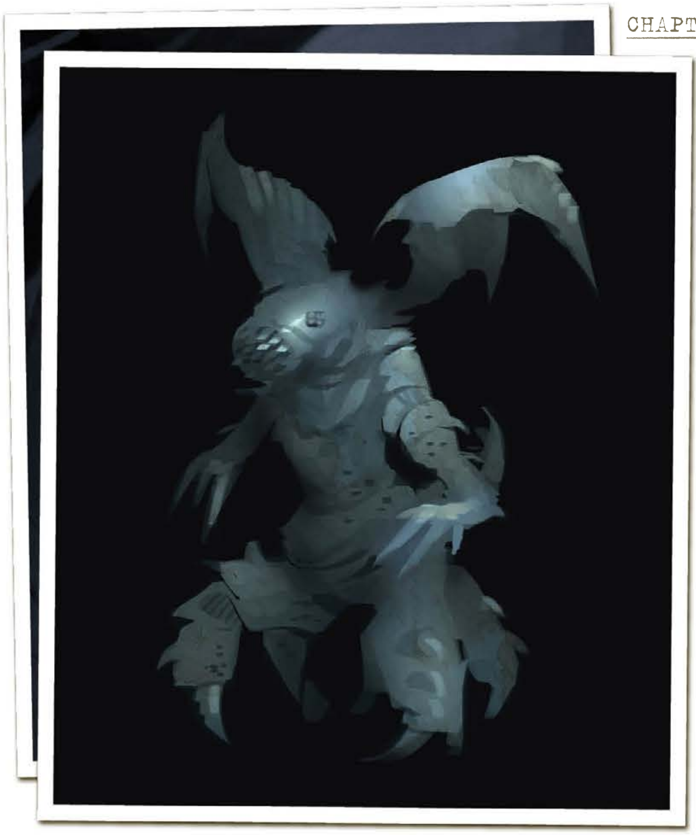
On a successful Knowledge (Mythos) roll, the caster is able to assume the form, but it is entirely superficial and none of the memories or mannerisms of the consumed corpse come with it. Someone suspicious of the duplicity may make a Notice (-2) roll to see through the disguise; if they are familiar with the specific person mimicked, the penalty decreases to -0. If the observer is unfamiliar with the dead person, the penalty is –4.

The form can be maintained for as long as the caster stays awake or conscious, and he can swap between the forms he has available at will. If the caster is Shaken or takes a wound, he must make a successful Spirit roll or revert back to his original form.

Contact Creature

Casting Modifier: see below
Range: special
Duration: special

A number of Mythos creatures can be summoned by the different variants of this spell. Unless there are none of the creature type anywhere in the vicinity when the spell is cast, the spell automatically succeeds. Some examples are listed below, along with any special conditions and the specific Cost for each creature.



CHTHONIAN

Cost: Horror (+1), plus the Cost of seeing the creature [Terror (-2)]

The spell must be cast at the site of a recent earthquake or at the summit of an active volcano.

DEEP ONE

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

This spell must be cast at the edge of a salt water sea or ocean, and works best near a Deep One city, such as along the coast of Cornwall or in the waters near Innsmouth, Massachusetts. Part of the ritual consists of throwing specially inscribed stones into the water.

ELDER THING

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

The most likely locations for success are along the southern part of the Mid-Atlantic Ridge or over the geological trenches in Antarctica.

FLYING POLYP

Cost: Horror (+1), plus the Cost of seeing the creature [Terror (-1)]

Flying Polyps are found in extremely rare underground cities, the largest of which is below the Western Australian Desert. As part of the preparations, a communication shaft must be dug before the spell can be cast.

FORMLESS SPAWN

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (-1)]

The best place to cast this spell is at a temple to Tsathoggua, or wherever a statue of the god is present.

GHOUL

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

Ghouls are found most commonly in human cities near graveyards and crypts

MI-GO

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

This spell must be cast on the summit of a high mountain in a range known to be mined or visited by Mi-go, such as the Appalachians, the Andes, and the Himalayas.

SAND DWELLER

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+1)]

This spell must be cast in an arid, sandy desert.

Contact Deity

Casting Modifier: -6
Range: special
Duration: special
Cost: Horror (+0), plus 1 point of Sanity

This spell opens up a channel of communication with the god, but does not summon him/her. Several examples of the deities who can be summoned in the way are described below.

CTHULHU

The Great Old One predominantly responds at night and during the caster's dreams, where he informs his followers of his wishes.

DAGON/MOTHER HYDRA

The spell must be cast in an isolated cove near one of the great oceans. Often an avatar of the gods in the form of a Great Deep One answers, but sometimes the gods themselves have been known to appear.

NYARLATHOTEP

This spell can be cast almost anywhere, such is the omnipresent nature of Nyarlathotep. The god only usually appears at meetings of his worshippers and the anointing of new priests. Nyarlathotep is able to directly communicate with all present at the casting and he decides how long they will have his undivided attention.

TSATHOGGUA

The Great Old One appears in a hazy, spirit form and, if the caster is alone, talks to him directly.

YIG

The spell causes a very localised earthquake, opening a fissure from which the terrible voice of Yig is heard. This spell cannot be cast in urban environments and works best in arid deserts.

Y'GOLONAC

The god responds by attempting to convert the caster to his worship; if he feels the caster is an unsuitable devotee, he consumes his mind and soul.

Create Gate

Casting Modifier: see below
Range: touch
Duration: permanent
Cost: see below

This spell creates a portal between two distant points in space. Creating a gate requires the permanent sacrifice of Spirit attribute die steps, but the sacrifice need not come from only one donor; indeed, it is common for dozens of

Table 22: Create Gate Distances & Costs

Spirit Steps Sacrificed to Create	Distance	Example	Cost to Travel
1	Up to 100 miles	London to Calais	Nausea (+1)
2	Up to 1,000 miles	London to Berlin	Nausea (+0)
3	Up to 10,000 miles	London to Australia	Nausea (-1)
4	Up to 100,000 miles	Empty space	Nausea (-2)
5	Up to 1,000,000 miles	The Moon	Nausea (-4)
6	Up to 10 million miles	Somewhere between the Moon and Mars	Horror (+1)
7	Up to 100 million miles	Somewhere between Earth and Mercury	Horror (+0)
8	Up to 1 billion miles	Saturn	Horror (-1)
9	Up to 10 billion miles	Uranus	Horror (-2)
10	Up to 100 billion miles	Yuggoth (Pluto)	Horror (-4)
11	Up to 1,000,000,000,000 miles	Oort Cloud	Horror (-6)
12	Up to half a light year	Deep space	Horror (-8)
13	Up to 5 light years	Proxima Centauri	Horror (-10)
14	Up to 50 light years	Formalhaut	Terror (+1)
15	Up to 5,000 light years	Celaeno	Terror (+0)
16	Up to 50,000 light years	Darkest space	Terror (-1)
17	Up to 500,000 light years	Far side of the Milky Way	Terror (-2)
18	Up to 5,000,000 light years	Galaxy M31	Terror (-4)
19	Up to 50,000,000 light years	Azathoth	Terror (-6)
20	Up to 500,000,000 light years	Distant quasar	Terror (-8)

dupes or captives to be sacrificed. Those who are left with no Spirit by the creation of the gate just wither away into dust.

Both ends of the gate have the same appearance, be it a pattern of painted lines or a peculiar arrangement of stones. Some gates can only be activated by a trigger word or gesture, and some even physically change a traveller so that they are able to survive when they reach their destination. Rumours persist of rare gates with more than one destination.

Table 22 details some example gates and the cost of creating and travelling through them.

Curse of Darkness

Casting Modifier: -8
Range: 2 miles (3.2km)
Duration: instant
Cost: Horror (+0)

This spell forces a being or creature from another plane or dimension to go back to where it came from. The invocation requires a group to surround the person who is taking the lead in casting the spell. All those involved must know the spell, and all must chant it for two to three minutes. For the spell to be effective, the target must either be known by name, or be within sight of the group.

This spell is an opposed roll of the caster's Knowledge (Mythos) versus the target's Spirit. On a success, the target is Shaken. On a raise, it is sent to its proper plane of existence. If the target is a Wild Card, each casting of *curse of darkness* causes a wound instead. If the target already has three wounds, it is instantly banished to its native plane, but it is not slain.

Curse of the Putrid Husk

Casting Modifier: -2
Range: sight
Duration: variable
Cost: Terror (-1)

The caster must beat a target number set by the victim's Smart roll with their Knowledge (Mythos) roll. If they succeed, the victim suffers from the illusion that their skin is visibly rotting and corrupting. The victim suffers a Terror (-1) roll, and must succeed at a Spirit roll every turn thereafter or suffer a level of Fatigue until they reach Incapacitated, at which point they pass out. They awaken several minutes later perfectly healthy and well.

The spell takes an hour to cast, and the target must be known to the caster; something personal of the target must be used as a focus for the spell.

Curse of the Stone

Casting Modifier: -2
Range: sight
Duration: variable
Cost: Terror (-1)

This spell afflicts the target with horrible hallucinations. The target opposes the caster's Knowledge (Mythos) roll and, if he fails, he is subjected to a Horror (+0) roll and is distracted and misled by the illusionary phantoms and terrible sights afflicting him. He suffers a -4 penalty to all actions.

The spell needs an ensorcelled stone tablet which costs one Sanity point to create.

Death Spell

Casting Modifier: -4
Range: 10 yards (9m)
Duration: see below
Cost: Terror (-2)

This terrible spell causes the target to spontaneously combust. The caster rolls his Knowledge (Mythos) skill and the victim opposes it with his Spirit roll. If the caster is successful, the victim must make Vigor rolls for the next two rounds or be Shaken as his skin starts to blister. On the third round, he bursts into flame and takes 1d10 damage every round thereafter. Each round roll a d6: on a 1 or 2, the fire spreads and does a cumulative +2 damage each round. The victim is doomed once the spell is successful, for the flames come from within and cannot be extinguished.

Deflect Harm

Casting Modifier: None
Range: self
Duration: special
Cost: Nausea (+2)

The caster invokes the names of the Outer Gods and holds out his palm towards his attacker, who suffers a -2 penalty to his Fighting, Shooting, or Throwing roll.

Maintaining this spell is an action and may inflict Multi Action Penalties on other rolls. Each round the spell is maintained, the caster must make a Spirit roll or succumb to Nausea. The modifier on this roll worsens by a -1 penalty each round it is maintained (maintaining it for 3 rounds, for example, causes a Spirit -1 roll). When the caster succumbs to his Nausea, the spell fails.

Detect Enchantment

Casting Modifier: none
Range: sight
Duration: 1 hour
Cost: none

This spell permits the caster to see the malevolent glimmer of curses, evil eyes, and other harmful enchantments which have been cast upon humans, animals, and crops.

Dominate

Casting Modifier: +0
Range: 10 yards (9m)
Duration: 1 round
Cost: Nausea (+1)

This spell bends the will of the target to that of the caster for 1 round. The caster's Knowledge (Mythos) roll is opposed by the target's Spirit. The caster must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide if the caster wishes it, though such acts allow the victim another opposed Spirit roll to break the spell.

> Those who shelter within this whirling cylinder are hidden from Mythos creatures summoned by Nyarlathotep.

Dread Curse of Azathoth

Casting Modifier: -1
Range: smarts
Duration: instant
Cost: Horror (+0)

This extremely nasty spell drains a victim's Spirit attribute permanently, with a subsequent possible loss of Sanity. The caster speaks the secret name of Azathoth, directing the last syllable at the target in a searing shout.

The caster rolls his Knowledge (Mythos) skill and the victim must use his total as the target number for a Spirit roll. If the target fails this roll, his Spirit attribute is permanently lowered by one step. If this lowers the attribute below a d4, the victim falls into a coma from which he will never awaken. If this lowering of Spirit lowers the target's Sanity (i.e. the target has not suffered any Sanity damage) then his Sanity is also lowered by 1.

Example: Tom Phelps has a Spirit of d8; therefore his Sanity is 6 [(8/2) +2]. He has dread curse of Azathoth *cast on him and fails his Spirit roll. His Spirit die is reduced to d6, changing his Sanity to 5 [(6/2) +2]. Tom's friend and fellow investigator Mikey Thorne also has a Spirit of d8 but, through an accumulation of Dementia points, has reduced his Sanity to 5. If Mikey also fails to fend off someone casting this spell on him, his Spirit die is reduced to a d6, but it has no overall effect on his Sanity, which is already at 5. Only if he fails a second time would the loss of Spirit reduce his Sanity any further [(4/2) +2 = 4].*

Dream Vision

Casting Modifier: -1
Range: touch
Duration: see below
Cost: see below

This spell causes the caster or the chosen target to experience a portentous dream about the future. The spell may have a Cost depending on the contents of the dream (at the GM's discretion).

Eibon's Wheel of Mist

Casting Modifier: -1 for every 3 feet (0.9m) high the wheel is
Range: touch
Duration: 1d20+10 minutes
Cost: Nausea (+1)

A small bronze disk etched with a symbol resembling a three-legged swastika is needed to invoke this spell. The caster lays the disc on the ground before standing on it, then intones the words of the spell; if cast correctly, a 5-foot (1.5m) diameter wheel of spinning blue mist is created.

Those who shelter within this whirling cylinder are hidden from Mythos creatures summoned by—or in the name of—Nyarlathotep. These creatures behave as if the mist (and those obscured by it) are not present. The creatures will not move through the wheel's position, even by accident; if the wheel blocks a creature's path, it will stop or go backwards without knowing why. The wheel does not affect Nyarlathotep himself, just his minions.

If those crammed into the wheel accidentally stick a foot or head outside the wheel's diameter, then the spell is ruined and ceases to work. The spell does not affect creatures who are called up by a deity other than Nyarlathotep, nor does it affect any of Nyarlathotep's minions who were present before the casting; they are able to move into and through the mist without issue. If anything passes through the position of the wheel, such as a sword blade or a bullet (from outside or in), then the spell is ruined and the effect lost.

Elder Sign

Casting Modifier: -6.
Range: touch
Duration: permanent
Cost: 1 point of Sanity

This spell creates a pentacle-like design which, when placed against gates or openings, forbids passage by the Great Old Ones and their inhuman minions. This design is often carved into stone or wood, forged in steel, or formed into a leaden seal. Just creating the design has no effect; it must then be charged with the spell.

Wearing an Elder Sign around the neck is less effective than might be expected. The Sign only protects the few scant inches against which it rests, but the rest of the wearer's body would still be vulnerable.

Enchant Sacrificial Dagger

Casting Modifier: +0
Range: touch
Duration: permanent
Cost: 2 points of Sanity

This spell is performed over a flame-shaped dagger and requires the sacrifice of a living, sentient being with a Spirit attribute of at least d12. The dagger now stores the Spirit of all sentient beings sacrificed by it and this Spirit pool can be expended to reduce the Casting Modifier of spells on a 1-1 basis.

Fist of Yog Sothoth

Casting Modifier: variable
Range: 30 yards (27.5m) or more
Duration: instant
Cost: Horror (+0)

This spell hits the target with a blow of varying intensity, depending on the wishes of the caster. Initially, the spell has a Strength of d4, but every negative Casting Modifier the caster takes increases the Strength of the spell by two steps. Furthermore, each 30 yards (27.5m) the spell has to travel reduces the Strength of the spell by 1 step.

If the spell is successfully cast, then the target must oppose the damage rolled by the spell's Strength with their Vigor or be knocked unconscious for a number of rounds equal to 13 minus their Vigor die. Whatever the result of this roll, they will also be thrown half this distance in inches away from the caster.

The spell can also be used to break through inanimate barriers using the Obstacle rules found in Chapter 3: **Game Rules**, ***Savage Worlds*** core rulebook.

Flesh Ward

Casting Modifier: variable
Range: self
Duration: variable
Cost: Horror (+1)

This spell grants protection from physical attack. The caster chooses the negative Casting Modifier before casting the spell and, if the spell is cast successfully, it grants an Armor bonus of +2 for every casting penalty which was inflicted. Every successful attack upon the caster reduces the Armor bonus by 1, and the spell cannot be recast until the full protection of the spell has been spent.

Glass from Leng

Casting Modifier: +0
Range: touch
Duration: for as long as desired
Cost: see below

This spell creates a magical lens which shows the possessor random visions of other places; often these contain beings from the Cthulhu Mythos, which can be sanity blasting. Unfortunately, these beings can also see through the lens to the user's side...

Healing/Heal Animal

Casting Modifier: -2, plus the wound penalties of the target
Range: touch
Duration: instant
Cost: Nausea (+1)

On a success, the caster heals a wound; two on a raise. This spell takes 7 minutes to cast and cannot be used in the heat of battle.

Identify Spirit

Casting Modifier: -4
Range: touch

Duration: 1 round
Cost: Nausea (-1) to create, nothing to use

This spell creates a magical powder which temporarily unmasks any alien entity possessing a target's body or mind. Anyone can use the powder by sprinkling it over the target and uttering the words of power. The powder reveals the possessing entity as a life-size shadow superimposed over the host for 1 round. It only reveals possessing creatures and has no effect upon those who are hiding their true form with illusion or body-warping magic.

To create the powder requires glass ground from a mirror at least 100 years old, a handful of gold dust, and two special ingredients of the Game Master's choosing. The caster meditates for a day and a night in a lightless place then, once his mind is clear, he combines the ingredients and adds the blood of a mammal, uttering a short incantation. If the spell is successful, the mixture bursts into flame, leaving behind a fine grey-blue powder once it has burnt down. This powder keeps indefinitely.

Implant Fear

Casting Modifier: -2
Range: Sight
Duration: Instant
Cost: Horror (+0)

This spell fills the target with a mind-numbing fear. They must make a Horror (-1) roll or suffer the consequences of a failed roll. This spell also breaks their concentration and prevents them from working.

Implant Suggestion

Casting Modifier: see below
Range: 1/2/4
Duration: one suggestion
Cost: see below

This spell of compulsion is only effective against creatures with some human blood in them, such as Deep One hybrids and servitors of Nyarlathotep; and, of course, humans. The target must be able to hear and understand the caster. The victim of the spell opposes the caster's Knowledge (Mythos) roll with their Spirit and, if successful, they resist the suggestion. Extreme suggestions which ultimately lead to the victim's suicide or inflicting great harm on loved ones might trigger a second opposing roll just before the action is carried through (Game Master's choice).

The duration of the spell is malleable depending on how long it takes to follow the suggestion. Dropping a weapon will only take seconds, whereas travelling great distances might take months. The Casting Modifier and Cost varies depending on the suggestion, as detailed in Table 23.

Lame Animal

Casting Modifier: +0
Range: sight
Duration: permanent
Cost: Nausea (+0)

This spell afflicts an animal with 2 levels of Fatigue and reduces their running die by one step.

Mesmerize

Casting Modifier: +0 (but see below)
Range: target must be close enough to see the caster's eyes
Duration: Smarts divided by 2
Cost: Horror (+0)

The caster can command any beings that have human blood. The caster's Knowledge (Mythos) roll is opposed by the target's Spirit; the caster must score a success and beat the target's roll to gain complete control. A mesmerised victim will attack friends and even commit suicide.

However the spell is limited in that the caster must have a Knowledge (Mythos) and Knowledge (Occult) skill of at least d8, and any attempts to use the target's physical skills suffers a -2 penalty.

Mindblast

Casting Modifier: -2
Range: Smarts
Duration: instant
Cost: Horror (+0)

Table 23: Suggestion Costs & Modifiers

Type	Example	Casting Modifier	Cost
Ordinary and unthreatening	Drop your gun, or hand over your money and leave	+1	Horror (+1)
Risky	Set fire to a building, or travel to Singapore	-2	Horror (+0)
Dangerous or suicidal	Kill a companion, or kidnap Churchill	-4	Horror (-1)

The victim must make a Spirit roll opposed by the caster's spellcasting roll. Failure causes the target to suffer 1 Dementia and suffer a temporary insanity for the next hour—this means the target could suffer two insanities at the same time.

Nightmare

Casting Modifier: -2
Range: any
Duration: special
Cost: Nausea (+1)

This spell causes the target to experience a horrible nightmare and wake screaming. It affects a single sleeping individual, and the victim's name must be known by the caster. The spell, by its very nature, effectively has an unlimited range. The victim suffers a level of Fatigue from a lost night's sleep (see Sleep in the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules**) and must succeed at a Spirit roll or suffer a –1 to all rolls for the rest of the day from the half-remembered contents of the dream.

The victim cannot fully remember what happens during the dream unless benefiting from a successful Knowledge (Psychology) roll. The dream's content is chosen by the GM, not the caster, and must be closely related to the life and habits of the caster.

To work, the powder can either be blown from a tube or thrown onto or over the target.

Powder of Ibn-Ghazi

Casting Modifier: see below
Range: 2/4/8
Duration: 1 turn
Cost: none

The spell makes magically invisible things visible by creating a very special powder. This powder must be formulated very carefully and precisely, and requires three special ingredients (decided by the Game Master). Every two doses (a dose being one application of the powder) created inflicts a -1 Casting Modifier.

To work, the powder can either be blown from a tube or thrown onto or over the target. The dusted object remains visible for only approximately ten heartbeats. The powder can reveal magical lines which radiate from a place prepared for the calling of a Mythos deity, the aura around a Gate, or a normally invisible creature. There is no Cost for creating or using the powder, but the thing it reveals may have a Cost.

Prinn's Crux Ansata

Casting Modifier: -2 to create
Range: Smarts
Duration: see below
Cost: Horror (+0), and 1 point of Sanity to create the artefact

This spell creates an ankh which can permanently or temporarily banish individual Mythos creatures from the earthly plane. The ankh must be made out of an unalloyed metal such as copper, gold, silver or lead; the creator then spends 13 minus Smarts days crafting the artefact, during which time he performs rites and sacrifices at specific points in the item's creation. Once this time has passed, the crafter makes his Knowledge (Mythos) roll to see if he has been successful, and pays the Cost.

Anyone can use the Crux Ansata to banish Mythos creatures back to their home dimension, but the original creator gains a +2 bonus on the attempt. Each attempt is an opposed roll of the wielder's Knowledge (Mythos) skill versus the target's Spirit. On a success, the target is Shaken; on a raise, it is sent to its proper plane of existence. If the target is a

Wild Card, each successful use causes a wound instead. If the target already has three wounds, it is then banished back to its native plane, but it is not slain.

Raise Night Fog

Casting Modifier: -1
Range: Sight
Duration: varies
Cost: Nausea (+0)

This spell takes 2 minutes to cast and can only be used at night. The spell raises up a thick fog which inflicts a -2 penalty on all trying to see or attack into it. The fog is susceptible to the weather and a brisk wind will quickly disperse it. The caster needs a bowl of river water to be able to complete the spell.

Reach

Casting Modifier: -2
Range: touch
Duration: 3 turns
Cost: Horror (+0)

This spell allows the caster to reach through walls, car doors, and other non-living materials in order to either manipulate objects on the other side or to attack. To reach through the barrier, the caster must make a successful Knowledge (Mythos) roll. This spell cannot be used to bypass personal armour, but it can be used to attack the crew inside a tank, for instance.

Resurrection

Casting Modifier: -1
Range: touch
Duration: see below
Cost: Terror (+0) to cast, Terror (-2) to be resurrected

This misleadingly named spell reduces a complete corpse to a bluish-grey powder—basically, rapidly rendering it down into its essential salts and compounds. Reciting the spell a second time over the ash returns the former corpse to a whole and freakishly alive state. Hundreds or even thousands of years can have passed between castings, and the resurrected will have no knowledge of events that have taken place during the intervening time.

Unfortunately, if the spell is recited successfully again over the resurrected they are instantly returned to ash once more!

Send Dreams

Casting Modifier: varies
Range: 20 miles (32km); target must also be asleep
Duration: 5 minutes for every 1 point of negative Casting Modifier
Cost: Nausea (+1)

This spell subjects the target to dreams specified by the caster. The dreams can depict anything, but usually contain visions of Mythos entities in order to do psychological damage. However, the caster cannot send images of creatures he himself has not seen, and the effect is somewhat muted; the dreamer gains a +1 to his Spirit roll to withstand the sight. Finally, the caster cannot implant suggestions or hypnotise his target.

The caster must use a bowl made from the alien alloy "the copper from above". The bowl is etched with runes and filled with special herbs and a dram of the caster's blood; the herbs are set on a fire, releasing a strange, green smoke over which the caster must recite the spell's incantation. The target resists the spell with a Spirit roll, using the caster's Knowledge (Mythos) roll as its target number. If he is unsuccessful, then the target suffers the dream sent by the caster.

Sense Life

Casting Modifier: +0
Range: area equivalent to the size of an average house
Duration: 1 hour
Cost: Nausea (+1)

This spell allows the caster to detect the general nature of life in a particular area. It can distinguish species (such as a dog, or a person), but not recognise specific individuals.

Shrivelling

Casting Modifier: -1 or -2
Range: 12/24/48
Duration: instant
Cost: Horror (-1)

This powerful attack spell inflicts 2d6 damage on the target as the victim withers and desiccates. The caster uses his Knowledge (Mythos) as his attack skill. Increasing the Casting Modifier to -2 increases the damage to 3d6. Only one victim can be targeted per casting.

Snare Dreamer

Casting Modifier: -2
Range: 5 miles
Duration: special
Cost: Horror (+1)

This spell allows the caster to attract a particular soul, as long as it is currently out of its body (such as when dreaming). The caster and the victim must be within 5 miles (8km) of one another, and the victim can attempt a Spirit roll (using the result of the casting as the target number) to escape.

Once the soul is drawn into the presence of the caster it is subject to other spells, such as Bind Dreamer (see p.XX). If the victim escapes, he wanders off to participate in more dreams. The victim sees the caster and the location, though he may not recognise either, merely remembering it as a particularly vivid dream on waking.

Summon Hound of Tindalos

Casting Modifier: -4
Range: Smarts
Duration: permanent
Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

This is an extremely foolish spell to cast and attracts the attention of a hound. There is no way to bargain with these creatures, whose only motive is to move through the time stream sating their hunger.

Summon Plague

Casting Modifier: -4
Range: Spirit in miles
Duration: see below
Cost: Terror (-1)

This spell can only be cast in the Dreamlands, and causes a swarm of plague-infested rats or insects to swarm over an area, biting and stinging everything they encounter and spreading plague. The caster needs bits of rotting mammal flesh and human faeces to cast the spell and, once it is successfully cast, there is little that can be done to stop it running its course, although magical protection and prevention may well exist… somewhere. Listed below is a typical swarm:

PLAGUE SWARM

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10.

Skills: Notice d6.

Pace: 10; **Parry:** 4; **Toughness:** 7.

Special Abilities

- **Bite or Sting:** swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the Template. Damage is applied to the least armoured location (victims in completely sealed suits are immune).
- **Plagued:** anyone who is Shaken or wounded by this swarm must make a Vigor (-2) roll or contract a debilitating plague. The plague's symptoms appear within 3 days and the disease is treated as a Long Term, Chronic, Majorly Debilitating affliction (see ***Savage Worlds*, Chapter 4: Situational Rules—Diseases**). The disease can be treated with modern medicine, if any is available.
- **Swarm:** Parry +2; because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water.

Summon/Bind Creature

Casting Modifier: -4
Range: Smarts
Duration: permanent

Various Mythos creatures can be summoned and bound using different forms of this spell. Specific costs and conditions are described for the most common examples. The creature can be given instructions at each summoning; these can be of no more than a dozen words and should not be too complicated. Once the creature has completed its task, it leaves this world and returns to wherever it came from.

BYAKHEE

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

This spell can only be cast at night when Aldebaran is above the horizon (October to March are the best months, as discussed in the description for call/dismiss Hastur). The summoned byakhee flaps down out of the sky still covered in the ice of space.

> There is no way to bargain with these creatures, whose only motive is to sate their hunger.

DARK YOUNG

Cost: Horror (+1), plus the Cost of seeing the creature [Terror (-1)]

This spell must be cast in the woods during the dark of the moon, and a creature of Size (-1) or greater must be sacrificed using ritualistic knife cuts to despatch it. If the spell is cast successfully, then a dark young stalks out of the shadowed woods.

DIMENSIONAL SHAMBLER

Cost: Horror (+1), plus the Cost of seeing the creature [Terror (+0)]

This spell can be cast day or night (though one written source claims that shamblers are easily confused in bright sunlight) and requires a dagger made of a pure metal. A single dimensional shambler gradually appears out of thin air when summoned.

FIRE VAMPIRE

Cost: Horror (+1)

This spell can only be cast at night when the star Formalhaut is above the horizon (September to November in northern latitudes) and requires a bonfire or other large source of flame. If it is successfully cast, then the fire vampire swoops down from the sky.

HUNTING HORROR

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (-1)]

This spell can only be cast at night and in the open. The horror appears head first through a rent in reality when called. The spell requires a blood sacrifice, but the caster need not do the killing himself; the horror consumes the sacrifice itself when it arrives. If no sacrifice is provided, then the horror attacks the caster and attempts to fly off with him.

NIGHTGAUNT

Cost: Horror (+1), plus the Cost of seeing the creature [Horror (+0)]

To summon a nightgaunt, a stone emblazoned with an Elder Sign must be present; the spell can only be cast on moonless nights. If successful, a blank-faced horror swoops out of the darkness.

Separate Bindings

It is possible to bind unbound creatures if they are encountered. This generally means the creature has come to Earth of its own volition and is not here at the command of a master. The caster must know the relevant *summon/bind* spell and must make an opposed Spirit roll against the creature, with the caster suffering a penalty of -2. The *bind* spell has a Cost of Nausea (+0); success means that the creature is now bound to the caster. While the spell is being cast, any attacks on the creature will cause the spell to automatically fail, and a failed spell cannot be recast on the same creature.

Vanish

Casting Modifier: -2
Range: see below
Duration: instant
Cost: 1 point of Sanity to prepare the box, Nausea (+1) to cast the spell

This spell causes the caster to disappear and instantly reappear beside a specially prepared box containing some part of the caster's body, such as teeth, nails, or hair. Preparing the box takes a day of ritual and, if the box is ever destroyed, opened, or emptied, then the box must be remade. More than one box can be prepared at the same time and they can be placed several hundreds of miles apart.

Wandering Soul

Casting Modifier: -4
Range: Any
Duration: 12 hours
Cost: Horror (+0)

If cast successfully, this spell sends the sleeping caster's soul to some other location in order to spy on his enemies. The caster wakes twelve hours later, totally exhausted (suffering a –2 to all activities, until he can get 8 hours further sleep). The dream-like vision reveals information that would be readily observable if the caster physically visited the location for himself, but objects cannot be interfered with, nor can closed doors, draws or boxes be opened.

Those with a Spirit of d12+1 or more can observe the wandering soul and may even be able to identify it, as it always has the appearance of the caster, which cannot be disguised by other forms of magic; those with a Spirit of d12 have the feeling of being watched. Those asleep can also see the face of the scrying soul and may be able to recognize their watcher.

Warding

Casting Modifier: -1 per stone used
Range: special
Duration: permanent
Cost: none

The caster arranges prepared white stones no more than a yard apart around an area he wishes to ward. The air over the stones now shimmers as if with heat, and if the stones are ever moved or disturbed in some way the caster will know instantly, even if he is asleep.

Wither Limb

Casting Modifier: -2
Range: Smarts
Duration: instant
Cost: Horror (-1)

The victim of this spell must succeed at a Vigor roll opposed by the caster's spellcasting result; failure causes a permanent injury on the chosen arm or leg. This usually inflicts either the Lame or One Armed Hindrance. The target also suffers 1 Dementia.

Wrack

Casting Modifier: -1
Range: Smarts
Duration: 3
Cost: Nausea (+0)

This spell temporarily debilitates a single target. *Wrack* is an opposed roll of the caster's Knowledge (Mythos) skill versus the target's Spirit. The caster must score a success and beat the target's roll. Extreme, tormenting pain courses through the target's body; his skin blisters and oozes; and his eyes bleed, causing temporary blindness. The target suffers -2 to all actions for the spell's duration. The apparent physical corruption fades quickly enough, and within 24 hours only faint blemishes still remain. However, the psychological damage can be much longer lasting; being subject to this horrible spell causes the target to suffer 1d4 Dementia.

Adapted from ancient Hyperborean magic, this spell requires a shallow obsidian bowl filled with water as its focus.

NEW SPELLS

Black Rain

Adapted from ancient Hyperborean magic, this spell requires as its focus a shallow obsidian bowl at least 3ft (90cm) in diameter, filled with water. The caster must chant the incantations directly over the bowl for three turns without interruption, after which a swirling maelstrom of lightning-flecked, thunderous black clouds will form in the skies around the focus. Once the maelstrom has formed, the spell cannot be halted, and three turns later the vortex rains down shards of jagged obsidian upon an area 100ft (30m) in diameter. The eye of the storm is unaffected by this vicious deluge, but all outside of the eye (10ft/3m) are struck by 1D6 of these shards each turn, suffering 1D6/1d6 damage for each piece that strikes them.

Cth The spell costs 6 Magic Points and 1D6 Sanity points to cast. The maelstrom dissipates after 6 turns, though the caster may expend three additional Magic Points to extend its duration by another 1D6 turns for as long as sufficient Magic Points are available. Other individuals may join the chanting during the invocation to contribute Magic Points to the spell.

Sav **Casting Modifier:** -2
Range: 100ft (30.5m) diameter
Duration: 6 turns or more
Cost: Horror (+0)

The maelstrom dissipates after 6 turns, though the caster may extend the duration with a Knowledge (Mythos) (-1) roll to extend its course by another 1d6 turns.

Blessing of the Black Sun

Cth

This spell costs 5 Magic Points and 4 Sanity points to cast, and projects a torrent of jet black flames from the caster's hands. The caster can direct this vicious blast of flame, making a DEX×3 check to strike a target of his choosing for 5D6 damage. If the damage inflicted exceeds the target's Hit Points, the blast tears straight through its body and will strike whatever (or whoever) is behind them for the same damage. In addition to the damage caused by the strike itself, any target that survives must make a DEX×2 check to extinguish the flames on subsequent turns, or suffer an additional 2D6 damage as the black fire writhes over their skin.

Sav

Casting Modifier: +0
Range: Cone Template
Duration: instant
Cost: Horror (+0)

This spell projects a torrent of jet black flames from the caster's hands in a Cone Template. Targets within the template may make Agility rolls versus the caster's Knowledge (Mythos) skill roll to avoid the blaze. Those who fail suffer 2d10 damage; this counts as a Heavy Weapon. Those hit by the attack are also alight and suffer burning damage until the flames are extinguished.

Create *Gefallene*

Cth

Gleaned from the forbidden texts of Irem, this spell costs 4 Magic Points to cast while the caster etches a series of complex geometric patterns into the skin of a cadaver. This process takes many hours and is carried out far from the battlefield. The spell may be cast over a group of corpses, all of which must have the ritual inscriptions on their bodies. Once completed, the caster must spend 1 Magic Point for each corpse to be reanimated, as well as expending one point of POW to complete the ritual, at which point *die Gefallenen* (p.237) rise from the dead.

Sav

Casting Modifier: -1 per two *Gefallenen*
Range: see description
Duration: permanent
Cost: 1 point of Sanity

Gleaned from the forbidden texts of Irem, the caster etches a series of complex geometric patterns into the skin of a cadaver; this process takes many hours and is carried out far from the battlefield. The spell may be cast over a group of corpses, all of which must have the ritual inscriptions on their bodies. Once completed, *die Gefallenen* rise from the dead.

Dread Equinox

The Dread Equinox, first mentioned in ancient lore by the Hyperborean sorcerer Eibon, is a spell of retribution, and one taught to only the most accomplished of Black Sun's sorcerers, to be used only in the direst of predicaments. The spell takes six turns to complete and requires the participation of a number of other casters (with a minimum of seven, only one of whom must know the spell).

Once completed, the spell tears a split-second rift in the prison that contains the Black Sun itself, and channels its power through the caster's body, unleashing a wave of unthinkable destructive power. This wave creates a massive blast of thermal energy radiating outwards from the caster, obliterating everything within a diameter of 300ft (90m), before being sucked back through the rift in an implosive cataclysm. All that remains in its wake is scarred and blasted desolation. Everything within the affected area is destroyed – even stone and metal is reduced to twisted and melted slag. The only defence against this spell is to prevent the completion of the casting ritual, though even the sorcerers of Black Sun are not insane enough to attempt this incantation as anything other than a final, desperate retaliation.

Black Sun believes that the formula detailed by Eibon for this spell can lead them to discovering the means to release the Black Sun in its entirety.

Cth

The spell requires 100 Magic Points and 1D10 Sanity points to invoke.

Sav

Casting Modifier: -20
Range: 300ft (90m) diameter
Duration: instant
Cost: Terror (-1)

Leech Essence

This spell allows the caster to drain energy from any individuals wearing SS-*Ehrenringe* within his line of sight. Those not wearing rings are unaffected by the spell.

Cth

To invoke the spell, the caster must make a single cut upon his own body for each target, suffering 1Hit Point of damage for each cut, and spend 3 rounds reciting the ritual. If the ritual is completed, the caster suffers a loss of 1D6 Sanity points but gains 1D10 Magic Points from each target afflicted; these stolen points do not permanently increase the caster's maximum number of Magic Points, and do not regenerate once spent by him.

Sav

Casting Modifier: +0
Range: sight
Duration: 1 hour
Cost: Horror (+0)

To invoke the spell, the caster must make a single cut upon his own body for each target (making a Spirit roll to resist being Shaken) and spend 3 rounds reciting the ritual. If allowed to complete the ritual, the caster gains a +1 bonus to Knowledge (Mythos) spellcasting rolls for each person afflicted. Each target loses one step of their Spirit Attribute. When the spell ends, the target's Spirit is restored.

Deployed by Black Sun as a terror weapon, this spell requires only a few drops of blood as a focus.

Summon Bloodborn

Deployed by Black Sun as a terror weapon, and particularly effective against enemy infantry formations, this spell requires only a few drops of blood as a focus. These creatures attack indiscriminately, though they will not attack an individual wearing the SS-*Totenkopfring* which is enchanted to provide protection against the horrors summoned by Black Sun.

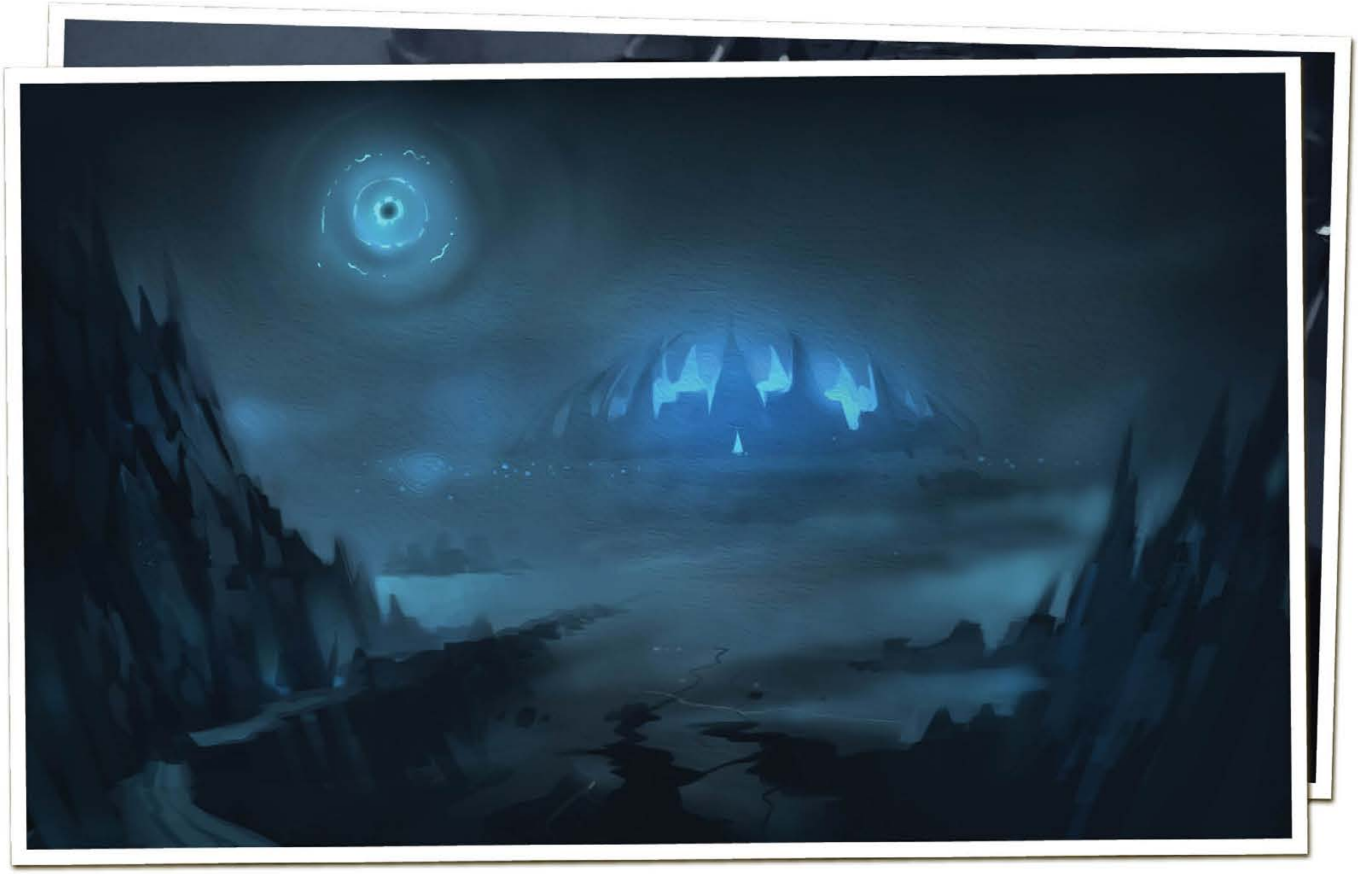
Cth The caster must shed 2 Hit Points of blood (though not necessarily his or her own) upon the ground while completing the incantation, and expend 3 Magic Points and 1D3 Sanity points. A Bloodborn (see p.232) immediately bursts from the congealing liquid and launches itself at the nearest available target, striking with its razor-sharp limbs.

Sav **Casting Modifier:** -1
Range: touch
Duration: permanent
Cost: Horror (+1)

The caster must shed blood (though not necessarily his or her own) upon the ground while completing the incantation. A bloodborn (see p.232) immediately bursts from the congealing liquid and launches itself at the nearest available target, striking with its razor-sharp limbs.

Summon Halja

To summon the halja (p.237), blood must be spilled upon a surface of ice at least 2ft (60cm) in diameter, from which the halja's vicious storm manifests. After four rounds of chanting, 2D6/2d6 halja appear within the storm and, as long as the ritual chant is maintained, the halja's storm remains and the creatures will attack all those within its 80ft (24m) radius. Breaking the chant or destroying the frozen focus of the spell will dispel the storm and the halja within.



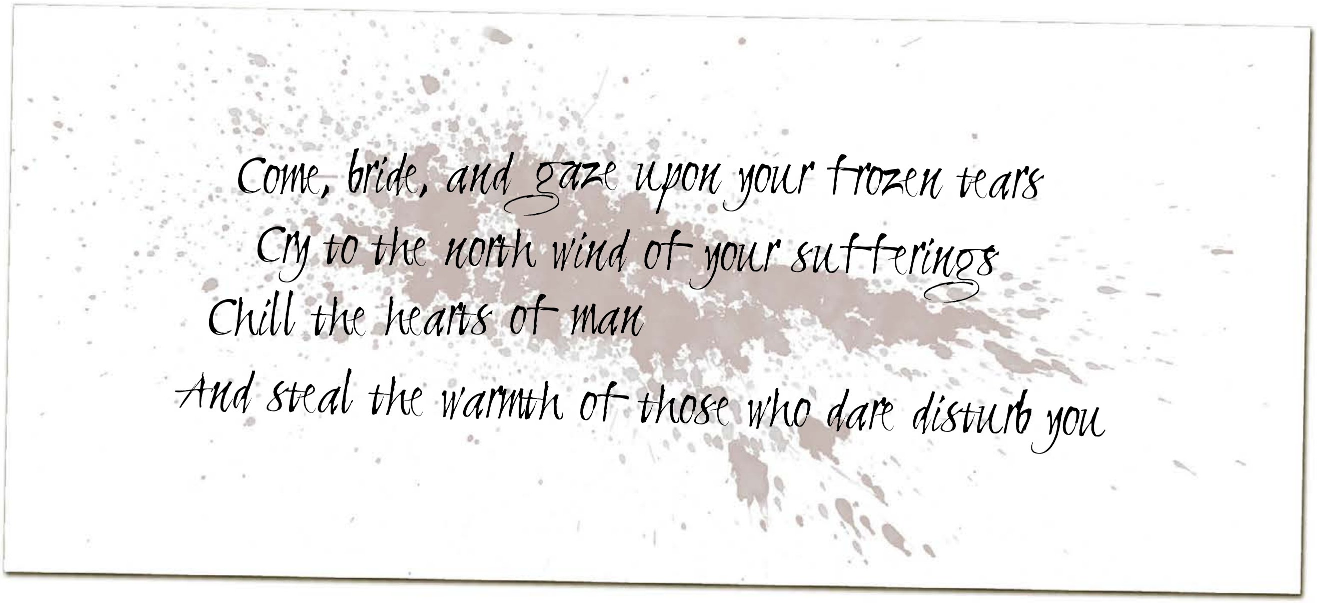
Sav **Casting Modifier:** -4
Range: Smarts
Duration: see description
Cost: Horror (+1), plus the Cost of seeing the creatures [Horror (+0)]

Unravelled Fetters

Cth A reversal of the Bind Enemy spell (***Call of Cthulhu, Sixth Edition***, p.220). The bound target must sacrifice 1D4+1 Magic Points and match POW with the caster on the Resistance Table on p.55 of the ***Call of Cthulhu, Sixth Edition*** rulebook. If the currently bound target succeeds, the effigy created as part of the Bind Enemy spell is destroyed and the bound target is freed. There is no Sanity loss associated with the casting of this spell.

Sav **Casting Modifier:** -2
Range: touch
Duration: instant
Cost: none

A reversal of the *bind enemy* spell. The bound target effectively receives a second attempt to resist the effects of the spell with a Spirit roll, using the original caster's Knowledge (Mythos) roll as their target number. If the currently bound target succeeds, the effigy created as part of the bind enemy spell is destroyed, and the target is freed.



Come, bride, and gaze upon your frozen tears
Cry to the north wind of your sufferings
Chill the hearts of man
And steal the warmth of those who dare disturb you

CHAPTER 11

Horrors and Monstrosities

"It is evil things we shall be fighting against."
- Neville Chamberlain

Rutherford checked the cylinder of his Webley for the umpteenth time. Still loaded, just like it had been five minutes ago when he last checked. The creak of hinges snapped him from his thoughts as Jardine's bulk filled the doorway.

"Somebody's definitely out there, Verne. Not sure how many, but I heard them scratching around near the east wall."

Nodding in agreement, the older man snapped the revolver closed and, pulling the collar of his coat up around his ears, followed his colleague out into the darkness. The boys in the Met had a report of somebody sniffing around Brompton Cemetery, and it being so close to Chelsea Barracks they'd passed the report on to MI5 to investigate.

Well, it wasn't just a skittish ARP Warden jumping at shadows. Several of the larger tombs had been disturbed, though Rutherford couldn't think for the life of him how whatever it was had made those gouges in the stone—they almost looked like claw marks. Probably the bloody black market using the tombs as somewhere to store their stash like they did down in Streatham, but he had to check. What with France going belly up and the constant fear of German agents ready to cause mayhem when the invasion finally came, Rutherford had to investigate every report that came in. Though as he heard the scraping and scratching from the gloom of the cemetery, a chill ran down his spine, and he sincerely wished he didn't.

The strange shadow in a dark place, the creak of a floorboard in an empty house, the unspeakable horror waiting to pounce when least expected – it is not only human evil that your investigators will have to face in the course of their adventures. Below are the details of some gods, creatures, and abominations that you can use in your Secret War campaigns.

Cth If you are playing with Chaosium's ***Call of Cthulhu, Sixth Edition*** rules, then you can jump straight to p.232 where new creatures specific to the ***Achtung! Cthulhu*** setting can be found. Details of other horrors can be found in ***Call of Cthulhu, Sixth Edition***: Creatures of the Mythos (p.148), Deities of the Mythos (p.181), and Beasts and Monsters (p.204). Further creatures will be discussed in the forthcoming supplement *Achtung! Cthulhu: Terrors of the Secret War*.

Sav If you are playing with Pinnacle's ***Savage Worlds***, many of the most readily encountered creatures of the Mythos can be found in the section beginning on p.220. New creatures specific to **Achtung! Cthulhu** can be found on p.232.

WHAT IS THE CTHULHU MYTHOS?

The Cthulhu Mythos was originally created by the celebrated horror writer Howard Philips Lovecraft (1890-1937). His short stories and novellas initially met with little success, but other authors (most notably August Derleth, who coined the term "Cthulhu Mythos") put their own spin on Lovecraft's vision. Since his death, Lovecraft has come to be recognised as one of the most influential authors of the 20th Century, and his ideas can be seen in a myriad of movies, novels, comics, and even music.

Lovecraft's fiction posited that millennia ago, before even the time of the dinosaurs, the Earth was either a home to, or was invaded by, successive waves of inhuman, unspeakable gods and their minions. As the conditions on Earth changed, these gods were either forced from the planet or fell into some sort of stupor. Today the gods desire nothing more than to return, and those who now lie in a state of torpor below the earth or the ocean await a time "when the stars are right" to awaken and lay waste to all about them.

Many depraved and terrible cults worship the gods of the Cthulhu Mythos, often in isolated and forgotten corners of the world. Their ceremonies often involve human sacrifice, and worse. In return, they are usually ignored but are very occasionally rewarded with supernatural powers. There are also a few more sophisticated cults which are able to hide their depravity beneath a mask of civility. These cults are often the most dangerous to deal with, as you never know when you are conversing with a cultist who may be disguised as a city official, a policeman, or even a member of the clergy.

There are many fictional places mentioned in Lovecraft's tales: the Plateau of Leng, Hyperborea, the terrible towns of Innsmouth and Dunwich, and the famous Arkham University. One place, however, deserves special mention here because it is so important to the plans of the Black Sun: The Dreamlands.

The Dreamlands is an alternate dimension where things can be created by force of will. It is entered via a form of astral projection—where the traveller's real body lies in a coma—or through eldritch gates. Nothing modern can be created in the Dreamlands, so explorers must arm themselves with sword, spear and bow, and those who spend a significant amount of time there discover that time flows at a different rate to that on Earth. Many fantastic places and beings exist in the Dreamlands, but just as many are also the stuff of Nightmares.

> There are also a few more sophisticated cults which are able to hide their depravity beneath a mask of civility.

This is an extremely brief overview of the Cthulhu Mythos. If you want to know more, we recommend you purchase the ***Call of Cthulhu, Sixth Edition*** RPG by Chaosium Inc. and/or ***Realms of Cthulhu*** by Reality Blurs. Of course, reading H. P. Lovecraft's collected stories is greatly encouraged, and there are many websites with information on the Mythos that can offer further support and ideas.

GODS OF THE CTHULHU MYTHOS

In this section you will find the descriptions of nearly twenty of the most prominent and active gods of the Cthulhu Mythos. No stats are given for them; they are not fêted to be killed by mere mortals, but are there to be thwarted and avoided. Hopefully we have given you enough information to grasp their place in the Mythos and also their desires and probable schemes. This is in no way an exhaustive list of the gods of the Cthulhu Mythos and more will be detailed in later ***Achtung! Cthulhu*** supplements, including *Achtung! Cthulhu: Terrors of the Secret War*.

Aphoom Zhah

Aphoom Zhah is a being of cold, flickering, grey light, existing somewhere below the North Pole. It has a temperature of absolute zero and any contact, or even proximity to it, is deadly. This god has no functioning human cults and is believed to be behind the destruction of the lands of Hyperborea.

Atlach Nacha

Atlach Nacha resembles a huge, bloated spider and dwells somewhere far beneath the earth—possibly Greenland (which was once Hyperborea) or South America. The creature reportedly spends her time attempting to spin a web bridge across an unguessably deep chasm; some believe that the completion of her work will trigger the end of the world.

Atlach Nacha has no cults devoted to her worship, but has been known to reward sorcerers with spells, usually at the cost of transforming them into a form she finds more pleasing. She is, however, believed to be worshipped by all the world's spiders.

Azathoth

Azathoth is the blind, gibbering god who exists beyond normal space and time at the centre of the universe. Nominally the ruler of the Outer Gods, it cares little for the actions of others and has spent eternity writhing its amorphous body to the monotonous beating of drums and piping of flutes played by the lesser gods which dance mindlessly around it.

Little is to be gained by worshipping Azathoth; the god does not know his worshippers even exist (nor, for that matter, does it care). It has been summoned to earth by accident more than once, and each time its mere presence has laid waste to the land for miles around. Only the most insane would worship this god, but there is a small witch-cult in the English village of Goatswood dedicated to Azathoth.

Cthugha

Cthugha resembles an enormous burning, twisting mass, and can be found near the star of Formalhaut. Cthugha has few cults, but was worshipped in antiquity by groups as diverse as the Church of Melkarth in ancient Rome and The Bringers of Fire, who date back to Hyperborea or Atlantis.

Interest in Cthugha is waxing during the war as people seek to protect themselves from—or get revenge for—the horror of the Blitz and the firebombing of German cities, most notably Dresden.

Cthulhu

The eponymous and most infamous of the gods of the Cthulhu Mythos, Cthulhu presently slumbers in the lost city of R'lyeh, deep below the Pacific Ocean. Occasionally (when the stars are right) R'lyeh is raised above the waves, and Cthulhu awakens from his repose and sets about exploring the world. Thankfully, none of these historic periods of wakefulness have lasted long enough to cause too much destruction.

Cthulhu has the most widespread cult on earth. It seems that in his sleep he is able to psychically reach out and influence those whose grasp on sanity is fragile enough to be receptive to his influence. Cthulhu's cults tend to be found in the most degenerate, depraved, and isolated places on the Earth, but almost all Mythos cultists give respect and worship to the god, and his visage is the most common amongst their idols and graven images. Every cultist knows that Cthulhu will eventually awaken from his deathless sleep and consume the unworthy.

Dagon & Hydra

Father Dagon and Mother Hydra are deep ones (see p.224) who have grown to monstrous size, and are millions of years old. They lead the deep ones in their worship of Cthulhu and, unlike him, are able to operate anywhere they wish in the world. Though not technically gods, the two are worshipped by both deep ones and their human minions. The Esoteric Order of Dagon is one of the most organized and dangerous of their cults.

Daoloth

Daoloth is an incredibly complex geometric being who exists outside of our Universe. The centre of his cult is currently on Yuggoth (the Mythos name for Pluto), but some sorcerers have managed to summon him both into our world and the Dreamlands, for he gives those who worship him glimpses into the past and the future, as well as the ability to travel to other dimensions. Even glimpsing this impossible god sends the viewer irretrievably insane. Those who seek to summon him do so in complete darkness.

Unbeknownst to *Nachtwölfe* and their scientists, Daoloth is beginning to exert his influence on the group through the rare and precious blue crystals they have been using to create their warped technology (see p.100 for further details).

Elder Gods

The Elder Gods are those gods who have proved to be somewhat sympathetic—or at least not hostile—to the human race. They have been worshipped under many names across history, including Isis, Bast, Nodens, and Yad Thaddad.

The truth is that mankind cannot expect these gods to step in when the chips are really down. They are locked into their own power struggles and are merely using the human race as pawns in their everlasting games.

Glaaki

Glaaki is a loathsome, three-eyed, mollusc god which lurks at the bottom of a lake in the Severn Valley, England, from where it summons new cultists by sending them hypnotic dreams. It is currently very weak, but as it feeds off its cultist's life force it is slowly gaining strength and will eventually rise up and claim its dominion. The cult of Glaaki is particularly horrifying, as most of its members are undead. They spend much of their time kidnapping people and forcibly initiating them into the cult, so their life force will add to the god's strength.

Hastur

Hastur dwells out near the star Aldebaran in the constellation of Taurus, he is also able to manifest himself in Lake Hali near the ancient and ruined city of Carcosa. Those who have seen him and survived describe a massive, octopod monstrosity.

Hastur is served by The Brothers of the Yellow Sign and the cannibalistic Tcho-Tcho people of South East Asia. His worshippers are sometimes gifted with the ability to travel through space and may be served in turn by byakhee (see p.220).

Ithaqua

Ithaqua is the god of the frozen wastes. He manifests as either an enormous frozen corpse, a giant shaggy humanoid with antlers and hooves, or even as a terrible sentient storm intent on freezing solid every living thing. The god has little in the way of an organized cult, but many shaman in the Arctic and Antarctic regions make sacrifices and offerings to appease him and keep him at bay.

Nyogtha

Nyogtha is a minor deity worshipped by a few covens of witches and ghouls. The god haunts the deepest caverns below the earth, appearing as a shifting, multi-tentacled blob of living darkness when summoned to the surface.

Nyarlathotep

Nyarlathotep is the messenger of the Outer Gods, and the only one to have a true and understandable personality. Nyarlathotep is a trickster who revels in causing madness and confusion, rather than death and destruction. He is said to have 999 different forms, but only a fraction of these have been described; the Black Pharaoh is an Egyptian male; the Bloody Tongue is a massive clawed monster, with a single blood-red tentacle in place of a head; the

Bloated Woman is a monstrous female whose form writhes with tentacles; and the Beast takes the form of the Egyptian Sphinx. These are but a few of the many and varied forms the god assumes.

Countless (well, at least 999) cults worship Nyarlathotep world-wide, each one praising a different form. The Brotherhood of the Black Pharaoh is based in Cairo and London; the Cult of the Bloody Tongue operates in Kenya and New York; and the Order of the Bloated Woman is strongest amongst the flesh pots of Shanghai. Other, more civilized, cultists also make a point of venerating Nyarlathotep figuring, probably correctly, that they will encounter one of his manifestations sooner or later. The cultists of Nyarlathotep are some of the most dangerous on Earth, because they have access to vast resources and countless minions.

Although not worshipped by Reinhardt Weissler and his Black Sun minions directly, it is Nyarlathotep who sets the insane magician on his path of destruction and obscene experimentation (see p.78 for further details).

Rlim Shaikorth

Rlim Shaikorth is a great, frozen worm who descended to earth millennia ago, and now dwells in an icy citadel on the iceberg Yikilth. Floating somewhere in the waters around Greenland, when Yikilth gets too close to land it causes great freezes so bitterly cold that they can turn people and animals into grisly, frozen statues. Rlim Shaikorth is no longer worshipped by humans, but was once revered by the wizards of Hyperborea.

Shub-Niggurath

Shub-Niggurath is the personification of fecundity and is also referred to as the Black Goat With a Thousand Young. She manifests as a boiling mass of tentacles, growths, and strange, sprouting limbs. Some of these break off from their "mother" and skitter, crawl, or ooze away, forming independent, nightmarish creatures. Shub-Niggurath's milk also seems to have a warping effect on those who drink it; some devotees of the Black Goat look barely human, such are the deformities and mutations caused by their blasphemous worship.

Shub-Niggurath has many worshippers and scores of small cults scattered across the globe. Nearly all of them take the form of druidic nature cults who perform foul rituals in her name and are rewarded with her milk and her Dark Young (see p.224) as avatars of her colossal power. One such fledgling cult is that of the Idisen Handmaidens in Bremen, Germany (p.65).

Shudde M'ell

Shudde M'ell is the largest of all the Chthonians (see p.221), but it is unclear whether he is the progenitor of the race or simply the largest of their kind. He lurks deep in the earth and is believed, by some, to be the source of all earthquakes. As can be imagined, not many feel a need to worship this inhuman beast, but he has a few small cults in areas plagued by frequent tremors, such as Japan and Turkey.

Tsathoggua

Tsathoggua dwells in the black lightless cavern of N'kai in the subterranean kingdom of K'n-yan somewhere below Oklahoma. It has furry, fat body with the head of toad and bat-like ears. It is worshipped by the ancient serpent people (see p.231), and a few human sorcerers. If it is pleased by their worship and sacrifices, it may reward them with one of his formless spawn (see p.227) as a servant and bodyguard.

Tulzscha

One of the many gods who attends Azathoth (see p.217) in his mindless and eternal dancing. When summoned to the earth, it appears as a pillar of sickening green flame and is unable to move away from the spot where it is brought forth. Worshipped by a handful of the insane, Tulzscha bestows unknowable gifts upon those who summon it. The god has formed a strange alliance with those of the *Waldgericht* of Westphalia, Germany (see p.65 for further details).

Y'golonac

Y'golonac is a huge, headless brute whose hands have mouth-like orifices in them. It is a relatively minor god, but is eager to attract more worshippers so it may escape from its subterranean prison near the English Severn Valley. Its cultists are degenerate, murderous maniacs who get little more than the pleasure of killing out of their acts of worship. The biggest cult of Y'golonac is The Sons of the Hands that Feed, and even they are a (thankfully) small group.

The cultists of Nyarlathotep are some of the most dangerous on earth because they have access to countless minions.

Yig

Yig takes many forms, appearing as a large, muscled, scaly man; a man with a snake head; and even as a man with no legs but the tail of a snake. He is primarily revered by the sand dwellers (p.230) and those serpent people who have not forsaken him for the toad god Tsathoggua (see p.231), but is also worshipped by the tribes of the Great Plains as well as isolated tribes in South America and the sub-Saharan continent. One of the gifts he gives to his favoured peoples is immunity from snake venom.

Yog-Sothoth

Yog-Sothoth exists in the spaces between the planes of the universe, and manifests as a mass of weirdly glowing globes, which flow into and through one another before bursting apart and reforming. Yog-Sothoth is particularly venerated by sorcerers and wizards and grants them the power to travel between the dimensions. The increased reported sightings of the unexplained Foo Fighters by allied pilots could be the work of Yog-Sothoth cultists.

However, his greatest threat to reality at the present time is in the form of the Black Sun, which hangs over the Valley of that name in the Dreamlands. His disciple, Reinhardt Weissler, sees it as his life's mission to free Yog-Sothoth from his imprisonment and let him loose upon the world to rain down untold terror and destruction (p.84).

CREATURES OF THE MYTHOS

In this section can be found the Mythos beings which your investigators are most likely to stumble upon in the course of their adventures, adapted for use with ***Savage Worlds***. Most of these creatures are totally inimical to human life; sometimes just their very presence can cause injury and mental instability to all around them, and they are so alien that it is impossible for sane humans to interact with them on any understandable level. Some, however, share enough recognizable human traits that it is possible to comprehend their thoughts and motives. Some have even been known to ally themselves with humans—not just cultists—when their goals coincide. Investigators must learn never to trust these creatures, though; their minds are fundamentally alien and they have no real grasp of honour, loyalty, or gratitude.

To help a Game Master categorise these creatures, we have given them one of two separate designations which are explained below.

INDEPENDENT RACE

An independent race is one that holds no particular allegiance to any particular god, though they certainly respect, and may even worship, them. Independent races do not necessarily have contact with one another and pursue their own schemes and plans.

SERVITOR RACE

The servitor races were all created—or spawned—by a specific god, and exist only to serve the god or its agents.

I hope your analysis is correct
on these "things", Deadman.

—Capt. Harris

New Monstrous Abilities

Achtung! Cthulhu introduces three new monstrous abilities to ***Savage Worlds***.

INSANE

The Insane special ability can only be given to humans who either worship the Mythos deities, or whose investigations have stripped away their humanity. Their insanity gives them vitality beyond normal men. They gain a +2 bonus to both Toughness and any attempts to Unshake. Wild Cards ignore the first two penalties from wounds.

Creatures with this special ability are also immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.

OTHER WORLDLY

Some creatures are so alien that they do not conform to the known laws of biology or matter. The alien structure of these creatures gives them a +2 bonus to recover from being Shaken, and makes them immune to Called Shots. Wild Cards ignore wound penalties.

TENTACLES

If a creature has multiple tentacles it can use them to attack individually, however, it only rolls its Wild Die (if any) once. These tentacles can be used to attack more than one target, if more than one is in range, and each tentacle counts as a separate foe when calculating gang up bonuses.

Tentacles also increase a creature's Parry by +1 and can ignore shield bonuses. Some tentacles have a Reach of 1 or even more.

Byakhee (Servitor Race)

Byakhee are large, winged ,decaying humanoid creatures which also incorporate elements of insect, vermin, and carrion crow in their form. They primarily serve the god Hastur, but are often used as steeds by many Mythos cultists.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10.

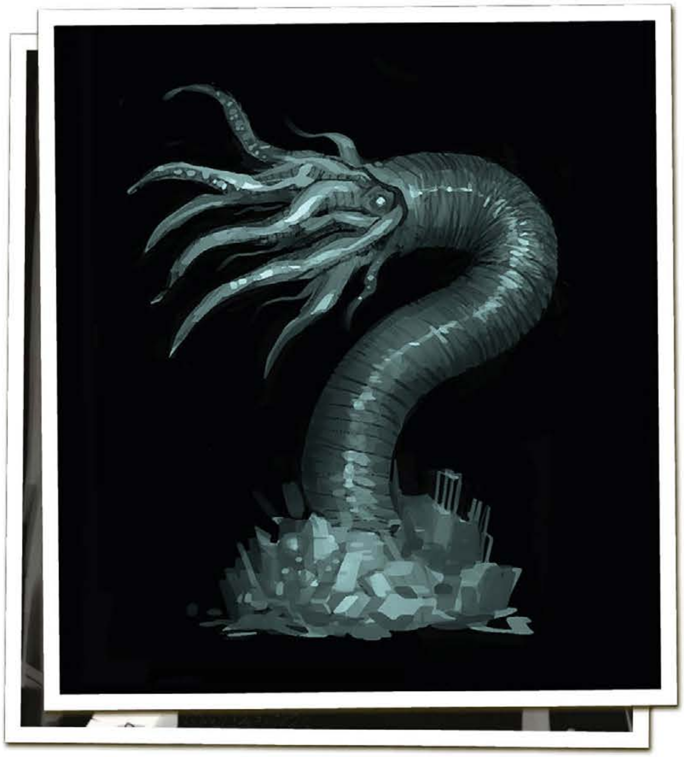
Skills: Fighting d6, Notice d6.

Pace: 3; **Parry:** 5; **Toughness:** 11 (1).

Special Abilities

- **Armour (+1):** byakhee are covered in thick, matted fur.
- **Blood Drain:** if a byakhee scores a Raise on its Fighting roll, it manages to lock onto its prey and start sucking their blood. The target is grappled and each round it is held it must make a successful Vigor roll or suffer a level of Fatigue.
- **Claws:** Str+d6.
- **Flight:** byakhee are as fast and as manoeuverable as a plane; they have an acceleration of 10, a Top Speed of 100, Climb of 3, and a Maneuverability bonus of +3.

- **Horror:** anyone who sees a Byakhee must make a successful Spirit roll or roll on the Horror Effects Table (p.181).
- **Immunity (Space Travel):** byakhee are immune to the rigours of space travel. This immunity does not extend to their rider.
- **Size (+3):** a byakhee is at least the size of a horse.



Chthonians (Independent Race)

Chthonians are a race of enormous, worm-like, squid creatures which live in the depths of the earth. Although native to our planet, they bear no resemblance to anything either living or in the fossil record, and can be found anywhere on Earth, as long as you are willing to dig deep enough.

Chthonians communicate telepathically with one another over vast distances. Full grown chthonians are extremely protective of their young. They are also able to sense the minds of other beings and can communicate, and even telepathically control other beings.

Full grown chthonians are one of the most fearsome of the Mythos creatures and can cause devastating earthquakes if they are riled. Fortunately, this is rare. They prefer to influence events on the surface through mind-controlled agents and pawns.

YOUNG CHTHONIAN

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d12+3, Vigor d12+5.

Skills: Fighting d8, Notice d8, Stealth d6.

Pace: 6; **Parry:** 7; **Toughness:** 17 (2).

Special Abilities

- **Armour +2:** the hide of a chthonian is thick, leathery, and studded with rocky geodes.
- **Burrow:** young chthonians can burrow through earth like a knife cuts through butter, and can move at 10" per turn.
- **Hardy:** if a chthonian is Shaken, further Shaken results have no effect.
- **Immunity (Heat):** young chthonians can withstand temperatures of up to 250°C (478°F).
- **Large:** attacks against a young chthonian gain a +2 bonus due to its large size.
- **Size +5:** even a young chthonian is massive.
- **Telepathic Control:** chthonians can control humans telepathically. The target must be known to the creature, but can be anywhere in the world. The chthonian makes a Spirit roll opposed by the target's Spirit. Once control is taken, the target cannot leave that particular locale, and can only travel a mile away from the spot of binding. This area gets smaller as the chthonian approaches, until eventually the target cannot leave a chair or a small circle of floor.
- **Tentacle:** Str +d6, Parry +1, ignores shield bonuses. A chthonian may attack with up to 6 tentacles. They each have a Reach of 2, and up to 4 may attack one target. They do gain a gang up bonus if more than one attacks the same target.
- **Tentacle Drain:** if a chthonian scores a Raise on a tentacle attack, the tentacle manages to impale the target and starts sapping his vital fluids. Each round the tentacle does 2d6 damage, ignoring armour.
- **Terror (-1):** investigators seeing a young chthonian must succeed at a Spirit (-1) test or roll on the Terror Effects Table (p.182).
- **Weakness (Water):** even a moderate amount of water can be lethal to a chthonian. Water not only does 2d10 damage, but also ignores the creature's armour and size bonuses to its Toughness. A young chthonian has a Toughness of 10 when immersed in water.

ADULT CHTHONIAN

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+9, Vigor d12+12.

Skills: Fighting d8, Notice d8, Stealth d4.

Pace: 6; **Parry:** 7; **Toughness:** 28 (4).

Special Abilities

- **Armor +4:** Heavy Armor. The hide of a chthonian is thick, leathery, and studded with rocky geodes.
- **Burrow:** chthonians can burrow through earth like a knife cuts through butter, and can move at 18" per turn.

- **Crush Attack:** chthonians can make a crush attack for d12 +19. Subtract the size of the target from this damage. The relative size of vehicles is already factored into a chthonian's Toughness.
- **Earthquake:** chthonians can cause devastating earthquakes in a Large Burst Template. This does 2d12 damage to all structures in the affected area and the damage rolled serves as the target number for investigator Agility rolls to stay on their feet.
- **Gargantuan:** attacks against an adult chthonian gain a +4 bonus due to its massive size.
- **Hardy:** if a chthonian is Shaken, further Shaken results have no effect.
- **Immunity (Heat):** chthonians can withstand temperatures of up to 4000°C (7200°F).
- **Size +10:** chthonians are easily the biggest land creature alive.
- **Spells:** chthonians may know spells provided to them by Shudde Me'll, Yig, or Cthulhu.
- **Telepathic Control:** chthonians can control humans telepathically. The target must be known to the creature, but can be anywhere in the world. The chthonian makes a Spirit roll opposed by the target's Spirit. Once control is taken, the target cannot leave the locale, and can only travel a mile away from the spot of binding. This area gets smaller as the chthonian approaches, until eventually the target cannot leave a chair or a small circle of floor.
- **Tentacle:** Str +d6, Parry +1, ignores shield bonuses, Heavy Weapons. A chthonian may attack with up to 6 tentacles. They each have a Reach of 6, and up to 4 may attack one target. They do gain a gang up bonus if more than one attacks the same target.
- **Tentacle Drain:** if a chthonian scores a Raise on a tentacle attack, the tentacle manages to impale the target and starts sapping his vital fluids. Each round the tentacle does 2d10 damage, ignoring armour.
- **Terror (-2):** investigators seeing a chthonian must succeed at a Spirit (-2) test or roll on the Terror Effects Table (p.182).
- **Weakness (Water):** even a moderate amount of water can be lethal to a chthonian. Water not only does 2d10 damage, but also ignores the creature's armour and size bonuses to its Toughness. A chthonian has a Toughness of 14 when immersed in water.

Colour Out of Space (Independent Race)

A colour out of space is a sentient creature which manifests as a patch of coloured light. It is one of the most alien and unfathomable creatures in the Cthulhu Mythos, and comes from the depths of space where the natural laws are like nothing known on Earth.

An adult colour creates embryos: small, seemingly empty spheres. Soon these embryos become jelly-like larvae which start to feed on the life force of everything around them. As one grows, the local vegetation sprouts unhealthy but large branches which twist and turn at night. The fruit in the area tastes bitter, and even humans start to glow with a ghostly light.

Once a larva has fed sufficiently it transforms into a young colour, which ventures from its lair to feed directly, sapping the life force from everything in the local area. Once it has finished this final feeding it has become full grown and leaves the planet.

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength d4, Vigor d6.

Skills: Fighting d10, Persuasion d10, Shooting d10, Stealth d12+2.

Pace: 6; **Parry:** 2; **Toughness:** 5.

Special Abilities

- **Disintegration:** A colour out of space can direct its energies as a touch attack which causes 4d6 damage, and ignores armour.
- **Ethereal:** colours out of space have no material form and are immune to all physical attacks. They can solidify parts of their bodies in order to grasp people or objects.

A colour out of space is one of the most alien and unfathomable creatures of the Cthulhu Mythos.

- **Feed:** colours out of space drain the life force from their prey. The colour engages its prey in an opposed Spirit roll. If the colour wins, then the target's Spirit is lowered by one die, and the colour's Spirit is increased by a die. Once the target's Spirit drops below d4 it dies, leaving a desiccated, gray-skinned corpse. The target can recover the lost Spirit using the Natural Healing rules (see **Chapter 3: Game Rules** in the ***Savage Worlds*** core rulebook).
- **Flight:** Flying Pace of 18, Climb rate 9.
- **Horror:** while seeing a colour out of space is only mildly puzzling, seeing one feed provokes a Spirit (-1) roll, or the viewer must roll on the Horror Effects Table (p.181).
- **Hypnotic:** colours out of space can entrance their prey with hauntingly beautiful light displays. Treat this as the *puppet* power; the colour uses its Persuasion as the Arcane Skill, and can only cause the target to stand in place, transfixed.
- **Mental Attack:** sentient creatures within 20 acres of a colour out of space are subjected to a daily mental

attack. They must succeed at an opposed Spirit roll or suffer a Level of Fatigue. Those affected are only ever driven to incapacitation and never death.

- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Weakness (Strong Magnetic Fields):** strong magnetic fields can trap a colour out of space, preventing it from leaving an area.
- **Weakness (Bright Light):** bright light inhibits a colour out of space, inflicting a -2 penalty on all of its actions. The colour must make a successful Spirit roll each turn or be forced to flee from the light.

Cultists (Servitor Race)

Only the most desperate and insane devote themselves to the worship of the cthulhoid deities. Some are driven by a need for vengeance on a world which has belittled and persecuted them; others do so out of a desire for either material or personal power. A few are brought up to revere the family or clan gods. These last are some of the most dangerous of all cultists, for they have a true faith, never knowing any different. Some cultists are particularly skilled in combat and stealth and become the cult's assassins, fanatics who kill without mercy or question.

TYPICAL CULTIST

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Mythos) d4, Notice d6, Shooting d6, Stealth d6.

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** insane.

Hindrances: Bloodthirsty, Mean, Fanatic, Loyal, Vow.

Edges: none.

Gear: *Dagger* (Str +d4), *Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), robes.

Special Abilities

- **Insane:** cultists are totally insane. Their insanity gives them strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They are also immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.

CULT ASSASSIN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10.

Skills: Climbing d6, Driving d6, Fighting d10, Intimidation d10, Knowledge (Mythos) d6, Lockpicking d8, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Taunt d8, Throwing d8.

Charisma: -6; **Pace:** 6; **Parry:** 9; **Toughness:** 10; **Sanity:** insane.

Hindrances: Bloodthirsty, Mean, Fanatic, Loyal, Vow.

Edges: Acrobat, Assassin, Block, Brawny, Danger Sense, Dodge, Frenzy, Killer Instinct, Marksman, No Mercy, Quick, Strong Willed.

Gear: *Sacrificial Sword* (Str +d6), *Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), *Lee-Enfield No.4 Mk.I* (T) (with sniper scope) (24/48/96, 2d8, RoF 1, Shots 10, AP 1).

Special Abilities

- **Bad Reputation:** a cult assassin's negative Charisma penalty becomes a bonus when applied to his Intimidation and Taunt rolls.
- **Insane:** a cult assassin is totally insane. His insanity gives him strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from wounds, and is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** a cult assassin may know the following spells: *consume likeness, cloud memory, deflect harm, dominate, fist of Yog-Sothoth, flesh ward, shriveling.*

CULT LEADERS

Cult leaders are the most insane and ruthless of all cultists. They are intelligent and driven, and may have several summoning and binding spells in their arsenal; they can also call upon fanatical mortal minions, and may have even lived for several hundred years.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d12, Investigation d10, Knowledge (History) d10, Knowledge (Mythos) d10, Notice d8, Persuasion d10, Shooting d6, Stealth d8, Taunt d12.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8; **Sanity:** insane.

Hindrances: Bloodthirsty, Fanatic, Vow.

Edges: Attractive, Charismatic, Command, Connections, Élan, Fervor, Great Luck, Hold The Line, Improved Dodge, Improved Level Headed, Inspire, Killer Instinct, Rich, Strong Willed.

Gear: *Enchanted Sacrificial Dagger* (Str +d4), *Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), *Sten Mk.I Submachine Gun* (12/24/96, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Special Abilities

- **Insane:** a cult leader is totally insane. His insanity gives him strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from wounds, and is immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** A Cult Leader may know some of the following spells: *body warping of Gorgoroth*, *contact* (specific god), *deflect harm*, *dominate*, *elder sign*, *enchant sacrificial dagger*, *fist of Yog-Sothoth*, *flesh ward*, *implant fear*, *mindblast*, *shrivelling*, *summon/bind byakhee*, *summon/bind dimensional shambler*, *summon/bind hound of tindalos*, *summon/bind hunting horror*, *summon/bind nightgaunt*.

Dark Young of Shub-Niggurath (Servitor Race)

These great beasts are often mistaken for enormous trees (at least in silhouette), but are in fact a mass of ropy tendrils and tentacles which stand on great, cloven hooves. Dark young are only found in areas where their mother is worshipped, and often act as her proxies in accepting sacrifices.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+5, Vigor d12.

Skills: Fighting d10, Stealth d8.

Pace: 10; **Parry:** 8; **Toughness:** 17.

Special Abilities

- **Gargantuan:** Heavy Armor. All ranged attacks against dark young by man-sized creatures are made at +4. Its attacks are Heavy Weapons. Add Size to Damage when stomping.
- **Immunity:** dark young are immune to heat, explosive, corrosion, and poison attacks.
- **Immunity (Firearms):** dark young take half damage from firearms.
- **Improved Sweep:** may attack all adjacent foes.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Size +9:** these oaken giants are, basically, huge, walking trees.
- **Spells:** dark young may know spells dealing with Shub-Niggurath and her minions.
- **Tentacles:** Str+d8, Parry +1, ignores shield bonuses. A dark young has 4 tentacles which have Reach 6.
- **Tentacle Drain:** if a dark young scores a Raise on a tentacle attack, the tentacle manages to impale the target and starts sapping his vital fluids. Each round the tentacle does 2d10 damage, ignoring armour.
- **Terror (-1):** those who see a dark young must make a Spirit (-1) test or roll on the Terror Effects Table (p.182).

Deep Ones (Servitor Race)

Deep ones are an amphibious race that dwells deep below the oceans of the world, worshipping Cthulhu, Father Dagon, and Mother Hydra. They have several communities off the coast of various countries, including Cornwall, England, and along the American Eastern Seaboard.

One particularly nasty tactic they employ is to kidnap humans and force them to mate with them. The offspring are human/deep one hybrids who are able to mingle in cities and towns for several years before their baser natures take over and they reveal themselves. The City of Innsmouth in Maine, New England was completely overrun with deep ones in the 1930s and had to be burnt to the ground.

During the Battle of the Atlantic and the war in the Pacific, deep ones are able to scavenge Allied and Axis weaponry from sunken ships. However, these weapons are purely trophies and they rarely use them.

TYPICAL DEEP ONE

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Notice d8, Stealth d10, Throwing d6.

Pace: 6; **Parry:** 6 (5); **Toughness:** 7 (1).

Gear: *Hunting Spear* (8/16/32, 2d6, +1 Parry), *Throwing Net* (5/10/20, +2 on Grapple attacks).

Special Abilities
- **Aquatic:** 10" swimming speed.
- **Armor +1:** rubbery hide and scales.
- **Claws:** Str+d4.
- **Horror:** those who see a deep one must make successful Spirit check or roll on the Horror Effects Table (p.181).
- **Size +1:** deep ones are bigger than a human.

> Dimensional shamblers are some sort of brutish, unholy union of insect and ape.

DEEP ONE HYBRID

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6.

Charisma: -8; **Pace:** 6; **Parry:** 5;; **Toughness:** 5 **Sanity:** 3.

Hindrances: Bloodthirsty, Mean, Ugly

Edges: none.

Gear: *Dagger* (Str+d4), *Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), *Shotgun* (12/24/48, 1-3d6, RoF 1 or 2, Shots 2, see **Chapter 2: Gear** in the ***Savage Worlds*** core rulebook for further details).

Special Abilities
- **Nausea:** those who see a deep one hybrid, must make a successful Spirit roll or suffer -1 to all Trait rolls for the rest of the encounter.

DEEP ONE CHAMPION OR CHIEF

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d10.

Skills: Fighting d8, Knowledge (Mythos) d8, Notice d8, Stealth d10, Throwing d8.

Pace: 6; **Parry:** 6; **Toughness:** 10 (1).

Gear: *Hunting Spear* (8/16/32, 2d6, +1 Parry), *Throwing Net* (5/10/20, +2 on Grapple attacks).

Special Abilities
- **Aquatic:** 10" swimming speed.
- **Armour +1:** rubbery hide and scales.
- **Claws:** Str+d6.
- **Horror:** those who see a deep one must make successful Spirit check or roll on the Horror Effects Table (p.181).
- **Size +2:** deep ones are bigger than a human.
- **Spells:** *breath of the deep, contact Cthulhu, contact Dagon* or *Mother Hydra.*

Dimensional Shambler (Independent Race)

Little is known about these creatures other than the fact that they are able to travel between the dimensions at will. They often serve as the ultimate assassin, literally grabbing a target and transporting him to a dimension where he cannot hope to survive and abandoning him there!

Dimensional shamblers are some sort of brutish, unholy union of ape and insect with loose hanging skin. They attack by grappling a foe with their long, heavily-muscled arms and then slowly fade out of existence, taking their victim with them. It takes two rounds for the shambler to leave this plane of reality, during which time the victim can be rescued. However, once he vanishes, he is never seen again.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8.

Skills: Fighting d6, Notice d4.

Pace: 6; **Parry:** 5; **Toughness:** 11 (2).

Special Abilities
- **Armor (+2):** dimensional shamblers are covered in a thick hide.
- **Dimension Shift:** dimensional shamblers can shift themselves and anything they are grasping into unknown dimensions. Dimension shifting takes two complete rounds to occur and if their victim is not pried from the creature's grasp in that time (or the Shambler is killed) then he is lost.
- **Grapple:** Reach 1. dimensional shamblers do not do actual damage, they grapple with their targets and then take them away—forever!
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Size +3:** a dimensional shambler is bigger than a gorilla.
- **Teleport:** dimensional shamblers can teleport up to 20" as an Action.
- **Terror:** anyone seeing a dimensional shambler must successfully make a Spirit test or roll on the Terror Effects Table (p.182).

Elder Thing (Independent Race)

Elder things are strange, winged, barrel-like creatures that came to Earth millennia ago and built great alien cities which are now hidden below the Antarctic ice. It is possible that their experiments accidentally sowed the seeds for all terrestrial life. It is known that they created shoggoths as a slave race, but their hubris ultimately led to their downfall as their handiwork overthrew them and destroyed their cities.

Elder things are extremely war-like and have waged battles against the mi-go, shoggoths, and several other Mythos races. In the present day they are almost unknown on Earth, though a few deep sea settlements may still exist in the frozen Atlantic.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12+6, Vigor d12+4.

Skills: Fighting d8, Knowledge (Mythos) d8, Notice d8, Stealth d6.

Pace: 6; **Parry:** 7; **Toughness:** 17 (4).

Special Abilities

- **Aquatic:** Swimming Pace 10".
- **Armor +4:** an elder thing's skin can repel bullets.
- **Dark Sight:** elder things ignore all darkness penalties.
- **Flight:** Flying Pace of 10", Climb rate 3.
- **Horror:** anyone seeing an elder thing must successfully make a Spirit test or roll on the Horror Effects Table (p.181).
- **Immunity (Space Travel):** elder things are immune to the rigours of space travel.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Size +3:** elder things are massive creatures.
- **Spells:** elder things know up to 4 spells chosen by the GM.
- **Tentacles:** Parry +1, ignores shield bonuses. An elder thing may attack with up to 5 tentacles. They each have a Reach of 1, and up to 3 may attack one target. They gain a gang up bonus if more than one attacks the same target. They grapple foes and then slowly squeeze the life out of them doing Str damage every round.

Fire Vampires (Servitor Race)

Fire vampires are worshippers and servitors of Cthugha, and dwell on the star Formaulhaut. They only appear on Earth when summoned, or when they accompany their god. They take the form of fiery will-o-the-wisps.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength n/a, Vigor d4.

Skills: Fighting d8, Tracking d4.

Pace: 0; **Parry:** 6; **Toughness:** 2.

Special Abilities

- **Burning Touch:** +2 Touch Attack, 2d10 damage, roll a d6: on a 6 the target catches alight.
- **Flight:** Flying Pace of 12", Climb rate 8.
- **Immunity:** fire vampires are immune to all normal weapons.
- **Improved Dodge:** all ranged attacks against a fire vampire suffer a -2 penalty.
- **Size (-2):** fire vampires are small balls of plasma.
- **Small:** attackers subtract 2 from their combat rolls.
- **Vampiric Drain:** if a fire vampire slays an Extra, it drains their vital essence and gains the Hardy Monstrous Ability for the next hour. If it manages to kill a Wild Card, it gains the Wild Card designation for the next 24 hours.
- **Weakness (Water):** water, sand, and other extinguishers inflict 2d10 on a fire vampire.

Flying Polyps (Independent Race)

These great interdimensional creatures invaded our planet 750 million years ago. They built huge cities of basalt and granite, but were eventually driven underground by other war-like alien races. Today, the polyps remain underground in vast caverns which can only be reached through secret entrances in lost, ancient ruins. They mercilessly slay any who stumble upon them.

Polyps appear as giant, semi-corporeal, tentacled slugs, and their presence is always accompanied by a nauseating, high-pitched piping sound. They are able to fade in and out of existence, and can even turn invisible. Polyps can control the winds, creating blasting cones with the power to strip flesh from bones, as well as swirling vortexes which lock a foe in place.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+8, Vigor d12+4

Skills: Fighting d10, Knowledge (Mythos) d8, Notice d8, Shooting d8, Stealth d6, Tracking d4

Pace: 7; **Parry:** 8; **Toughness:** 18 (2)

Special Abilities

- Armor (+2): a flying polyp has a pulsating, ever-changing, calloused hide.
- **Flight:** Flying Pace 12, Climb rate 2.
- **Flying Tentacle:** 10/20/40, 2d8, ignores Armor. A flying polyp can create 2d6 tentacles per round and launch some, or all, of them at its enemies. These missiles are semi-corporeal and ignore all armour the target may be wearing.
- **Invisibility:** with a successful Knowledge (Mythos) roll, a polyp can turn itself totally invisible for a number of rounds equal to half its Spirit die. Normally this inflicts a -6 penalty on anyone trying to detect or attack the polyp, but the accompanying sound tends to give it away. If an attacker succeeds at a Notice (-1) roll, the penalty drops to -4.

- **Large:** attackers gain a +2 bonus on attacks.
- **Out of Phase:** whenever a polyp is attacked, draw a card from the Action Deck. If it is a black face card the creature is out of phase, and the attack passes straight through it.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Spells:** a polyp knows up to 8 spells chosen by the GM.
- **Size +6:** a flying polyp is a massive creature.
- **Tentacles:** Str+d8, Parry +1, ignores shield bonuses. A flying polyp can create 2d6 tentacles a round. They each have a Reach of 1, and up to 4 may attack one target. They gain a gang up bonus if more than one attacks the same target.
- **Terror (-1):** those who see a flying polyp must make a Spirit (-1) test or roll on the Terror Effects Table (p.182).
- **Vortex:** the polyp can surround an area as large as a Medium Burst Template with a vortex of wind. Roll the target's Strength opposed by the creature's Spirit: if the polyp wins, the target is unable to move or attack, but defends as normal. This ability can be used against anyone in sight of the polyp.
- **Windstorm:** flying polyps can generate a blast of wind strong enough to rip flesh from bone. Place the Cone Template in front of the creature: anyone caught in it takes 2d10 damage. Furthermore, they must resist the damage rolled with a Strength roll or be knocked prone and thrown to the end of the Cone.

Formless Spawn (Servitor Race)

Formless spawn are closely associated with the god Tsathoggua and its worshippers. They are amorphous lumps of black slime which constantly change form, creating weapons and tools as needed. One second they may be a lumpen toad-like thing, and then grow dozens of legs to scuttle along, only to become a liquid form and ooze away through a gap. This fluidity of form gives them many special abilities and attacks, but only one such attack can be used each round.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d8, Notice d6, Stealth d6.

Pace: 10; **Parry:** 6/7; **Toughness:** 6 (but see below).

Special Abilities

- **Bite:** When a formless spawn is Size +7 it can envelop targets completely. Roll the creature's Fighting and add the difference in Size between the target and it to the roll. The target opposes this roll with their Agility. If the spawn wins, the victim is completely enveloped and takes 2d4 constriction damage the next round. This damage increases a step each round, but caps at 2d12. A spawn can only envelop one foe at a time, but once enveloped the victim is trapped until the creature decides to eject him, or the creature is killed.
- **Bludgeon:** Str+d6. If the creature is Size +6 or higher this attack is a Heavy Weapon.
- **Fleet-Footed:** formless spawn can roll a d10 when running.
- **Horror (-1):** those who see a formless spawn must make a Spirit (-1) test or roll on the Horror Effects Table (p.181).
- **Immunity (All Attacks):** formless spawn are immune to all non-enchanted weapons. They do take damage from heat, fire, and chemicals.
- **Large:** when a formless spawn is Size +4 and above, attackers get a +2 bonus to hit it.
- **Malleable Size:** a formless spawn can change its size between Size +1 to Size +7. Each +2 increase pushes the creature's Strength and Vigor up a die step, so at Size +3, its Vigor and Strength are d8 and its Toughness is 9; at Size +5, its Strength and Vigor are d10, and its Toughness 11. Finally, at Size +7, Vigor and Strength are d12, and Toughness is 13.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Seep:** formless spawn can squeeze through any small space as if it was Difficult Ground.
- **Spells:** most formless spawn know the spell *contact Tsothoggua*; some know others as well.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A formless spawn can create up to 3 tentacles a round. They each have a Reach of 1, and can all attack the same target. They gain a gang up bonus if more than one attacks the same target.
- **Whip:** this attack is only available when the creature is Size +1. A formless spawn can create up to six thin, whip-like tentacles. They have a Reach of 2, Parry +1, and bestow a +2 bonus on the spawn's Grapple roll. Anyone grappled also suffers a -2 penalty on their agility roll to oppose the formless spawn's bite ability.

Ghasts (Independent Race)

Ghasts are brutish, tall, scabrous humanoids who are extremely allergic to sunlight. Originally these creatures lived only in the Dreamlands, but now there are some living in deep, dark caverns way below the surface of the Earth. Ghasts can be tamed, and some have been used as mounts by particularly depraved cultists.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8.

Skills: Fighting d8, Notice d10.

Pace: 8; **Parry:** 6; **Toughness:** 9 (2).

Special Abilities
- **Armor (+1):** Thick hide.
- **Bite:** Str+d6.
- **Fleet-Footed:** ghasts roll a d10 when running.
- **Heightened Sense of Smell:** ghasts can ignore darkness penalties.
- **Horror (-1):** those who see a ghast must make a Spirit (-1) test or roll on the Horror Effects Table (p.181).
- **Size (+2):** Although bipedal, ghasts are the size of horses.
- **Weakness (Daylight):** ghasts suffer a -1 penalty to all rolls when exposed to daylight. For every hour they are in daylight, they must make a Vigor roll or suffer a level of Fatigue.

Ghouls (Independent Race)

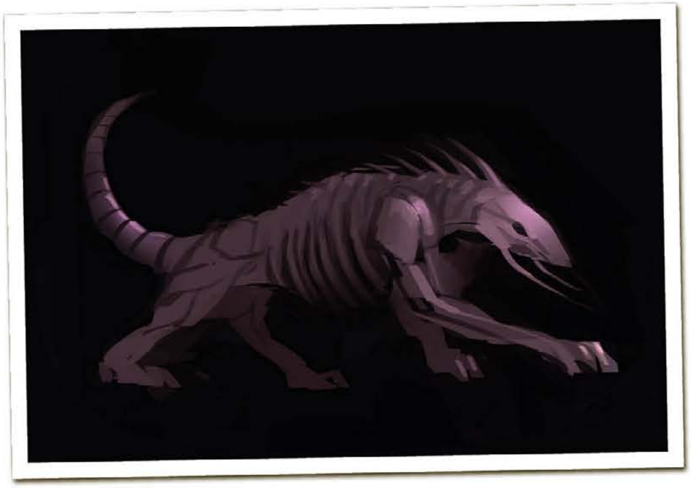
Ghouls are loathsome, rubbery-skinned humanoids with cloven hooves and vaguely canine features. They dwell in tunnels below the cities of the world and feed on the dead interred in graveyards. Some ghoul clans have connections with sorcerers and witches and occasionally do their bidding.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d10, Fighting d6, Notice d8, Stealth d10.

Pace: 8; **Parry:** 5; **Toughness:** 5.

Special Abilities
- **Burrow:** ghouls can burrow through the earth at a Pace of 10".
- **Claws:** Str+d6.
- **Horror:** those who see a ghoul must make a Spirit test or roll on the Horror Effects Table (p.181).
- **Rend:** if a ghoul gets a Raise on their Fighting die, its bonus damage die is a d8 rather than a d6.
- **Unusual Biology:** ghouls are especially resistant to firearms and projectiles. These weapons halve their rolled damage.



Hounds of Tindalos (Independent Race)

Tindalos is a twisted, nightmarish city which exists outside of time and space. It is home to many horrible, sanity-blasting denizens, but the ones which interact with humanity the most are the city's dreaded hounds. These terrible creatures have a fascination with humans which almost always ends in the death of the human involved. "Hound" is a name which only reflects their unerring ability to track their prey and does not describe their appearance; in fact, so far no-one is known to have survived an encounter with a hound in order to be able to tell anyone what it actually looks like.

Once a hound of Tindalos becomes aware of a human (often through an ill-used contact spell or time travel device), the creature starts to stalk the victim through both time and space. Hounds are creatures of angles, whereas terrestrial life forms are creatures of curves. A hound is able to use the angles found in structures and geology to slowly stalk its prey, often emerging from the join where two walls meet to strike from behind. Once someone has attracted the attention of a hound, their only hope is to find shelter in a spherical sanctuary, but even then the hound will just patiently wait for them to leave their haven before pouncing.

Terrifyingly, evidence has recently been found of greater hounds who are able to take advantage of the miniscule imperfections in even the most perfectly spherical construct. If one of these is on a victim's trail, then he has no hope!

Attributes: Agility d6, Smarts d8, Spirit d12+2, Strength d10, Vigor d12+4.

Skills: Fighting d12, Notice d12. Tracking D12+8.

Pace: 5; **Parry:** 8; **Toughness:** 13 (1).

Special Abilities
- **Armour (+1):** non-Euclidian form.
- **Flight:** Flying Pace of 30", Climb rate 0.
- **Hyper Sight:** a hound can use its Notice skill anywhere within a ten mile radius. Only those within a spherical space cannot be spotted.
- **Immunity:** hounds are immune to all un-enchanted weapons.
- **Odour of Death and Decay:** all those within a Large Burst Template of a hound must succeed at a Vigor roll or suffer a -1 penalty to all Traits from Nausea.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.

- **Paw:** Str+d4. A hound's paw is covered in a blue ichor which forces the victim to make a successful Vigor roll or suffer a level of Fatigue, lasting until the ichor is wiped away.
- **Regeneration:** the hound makes a Vigor roll every round. Each success and Raise removes one wound. Once the creature is dead, it stops regenerating.
- **Size +2:** hounds are almost the size of horses.
- **Spells:** a hound knows up to 8 spells chosen by the GM.
- **Step Through:** a hound can teleport away and reappear through any angle within 3". Doing so takes 2 rounds.
- **Terror (-2):** those who see a hound must make a Spirit (-2) test or roll on the Terror Effects Table (p.182).
- **Tongue:** a hound's tongue permanently reduces the victim's Spirit die by one step (and their derived Sanity) unless the victim succeeds on a Spirit (-1) roll.
- **Twist Time:** a hound can twist time around itself in a Large Burst Template. Those within the area of effect must succeed at a Spirit roll or suffer a -1 penalty to all Traits from Nausea (this stacks with any penalties from the Hound's odour), and those outside suffer a -2 penalty to ranged attacks.

Hunting Horror (Servitor Race)

A Hunting Horror is an enormous, black, ropey, worm-like serpent which flies on bat or umbrella-like wings. They are often summoned by sorcerers to hunt down, kill, or capture enemies. They are dispelled back to the Dreamlands by daylight, and a sufficiently bright light might char them to ash.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d6.

Skills: Fighting d8, Notice d6, Tracking d6.

Pace: 5; **Parry:** 6; **Toughness:** 16 (4).

Special Abilities

- **Armor (+4):** thick, scaly skin.
- **Bite:** Str+d6.
- **Flight:** Flying Pace 12, Climb rate 3.
- **Horror (-1):** those who see a hunting horror must make a Spirit (-1) test or roll on the Horror Effects Table (p.181).
- **Immunity (Bullets):** hunting horrors take half damage from firearms.
- **Size (+7):** a hunting horror is over 40' long.
- **Tail Grapple:** a hunting horror can use its tail tentacle to grapple foes. Its body is supple enough to allow it to bite an entangled foe.
- **Weakness (Light):** a hunting horror is banished back to the Dreamlands by daylight. Sufficiently bright artificial light causes 2d4-2d12 damage a round depending on the brightness. This damage ignores armour.

Mi-Go, Fungi from Yuggoth (Independent Race)

These strange creatures are about the size of a human being and seem to be closer to crustaceans than any other sort of earthly creature; in fact, they are more fungi than animal. They have membranous wings and several sets of articulate limbs which are equally adapted for locomotion and manipulation. Where their head should be is a brain-like structure covered in antennae. This changes colour in complex patterns and is thought to be how the mi-go communicate with one another. They can speak human languages, but do so in strange, buzzing, insect-like voices.

Mi-go are originally from the planet Yuggoth (Pluto), but have established several mining colonies in the most remote mountains of Earth, seeking the rarest of ores. They sometimes employ human agents to make their time on Earth simpler, and as such often maintain connections with various cults. The mi-go are capable of interstellar flight, but can only manoeuvre clumsily in an atmosphere. Ordinary photographic plates cannot capture the image of a mi-go, but a skilled chemist could prepare an emulsion which will work. After death, a mi-go dissolves within a few hours.

The fungi have an array of advanced alien technology at their disposal, including brain cylinders, into which they place living human brains fitted with speaking, listening, and seeing devices; these cylinders protect the living brain even from the rigours of space travel. They also possess electric guns, small devices which fire blue sparks and stun their foes.

Mi-go are originally from the planet Yuggoth (Pluto), but have established several mining colonies on earth.

The mi-go have learnt the hard way that their bodies can prove fragile (especially at a time of global war). They have remedied this by augmenting some of their best warrior caste with fused weapons and a thick armoured chassis. These mi-go can be terrifying engines of destruction.

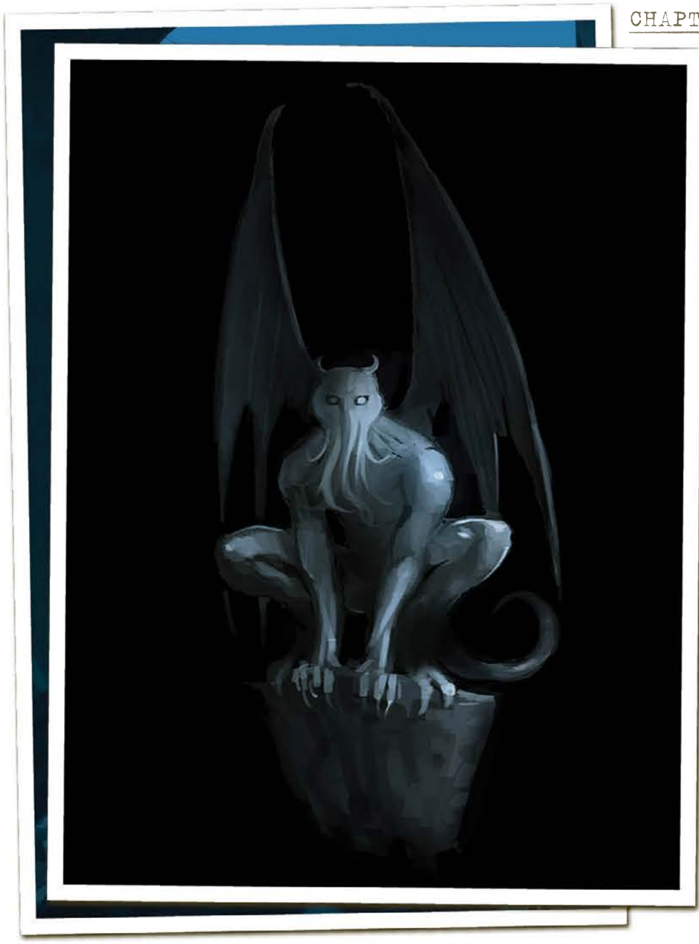
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Healing d8, Knowledge (Human Languages) d8, Notice d6, Shooting d4, Stealth d6.

Pace: 6; **Parry:** 5; **Toughness:** 6 (1).

Special Abilities

- **Armor (+1):** bioengineered carapace.
- **Claws:** Str+d6.
- **Electric Gun:** this weapon is a small, handheld device which projects blue electric sparks (10/20/40, 2d6).



The current can overwhelm a target's nervous system. Victims must make a Vigor roll with the damage rolled as a target number. Failure means that they are Shaken with a -2 penalty on the roll. This penalty improves by 1 each round until the target rolls to Unshake.

- **Flight:** mi-go are clumsy flyers in earth's atmosphere, and have a Pace of 8 and a Climb rate of 1. They suffer a -1 penalty to all Agility rolls when flying.
- **Horror:** anyone who sees a mi-go must make a successful Spirit roll or roll on the Horror Effects Table (p.181).
- **Immunity (Space travel):** mi-go are immune to the rigours of space travel.
- **Unusual Biology:** mi-go are especially resistant to the trauma of blunt force injury. Any weapons which inflict this type of damage have their damage die reduced by one step.

Nightgaunts (Servitor Race)

Nightgaunts are faceless, horned gargoyles with a thick, dark, whale-like hide. Creatures primarily of the Dreamlands, nightgaunts are sometimes summoned to the Earth to carry out a sorcerer's wishes or carry away a meddling investigator.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d12+1.

Pace: 5; **Parry:** 5; **Toughness:** 7 (1).

Special Abilities

- **Armor (+1):** nightgaunts have a thick hide.
- **Flight:** Flying Pace of 12, Climb rate 3.
- **Grapple:** nightgaunts attempt to overcome their foes and carry them away. They gain a +2 on their Grapple attack due to their prehensile tail and size.
- **Horror:** Anyone who sees a nightgaunt must make a successful Spirit test or roll on the Horror Effects Table (p.181).
- **Size (+1):** nightgaunts are bigger than the average man.
- **Tickle:** once a nightgaunt has subdued a target, they are able to keep him cowed with the threat of "tickling" with its razor sharp barbed tail and claws. The creature makes an Intimidation (+2) roll opposed by the victim's Spirit.
- **Unnatural Senses:** although they lack eyes, nightgaunts are able to perceive the world around them and ignore all darkness penalties.

Sand Dwellers (Servitor Race)

Sand dwellers are a nocturnal, aboriginal humanoid race who live in the more arid places on Earth, such as the Sahara, Australia, and the South Western deserts of the Americas. Dwellers predominantly worship Yig, and are a fierce people who practice both cannibalism and the ritual eating of their enemies.

Dwellers are thought to be an ancient offshoot of the hominid genus. They have rough, raspy skin, and enlarged ears and eyes which give them an almost koala-like appearance. An investigator should not be fooled though: sand dwellers are savage, fierce warriors

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d8, Throwing d6, Tracking d6.

Pace: 7; **Parry:** 6; **Toughness:** 5 (1).

Gear: *Club* (Str+d6), *Spear* (3/6/12, Str+d6, Parry +1), *Thrown Rock* (1/2/4, Str+d4).

Special Abilities

- **Armor (+1):** rough, raspy skin.
- **Claws:** Str+d4.
- **Horror (+1):** anyone who sees a sand dweller must make a successful Spirit (+1) test or roll on the Horror Effects Table (p.181).

- **Immunity (Thirst):** sand dwellers are effectively immune to the ravages of thirst.
- **Night Senses:** sand swellers gain a +2 bonus to Notice rolls at night.
- **Size (-1):** sand dwellers are smaller than the average human.
- **Sun Blind:** sand dwellers suffer a -2 penalty to Notice rolls during the day.

Serpent People (Independent Race)

Serpent people have existed on Earth since before the time of the dinosaurs. In the Permian Age they raised great basalt cities where they worshipped Yig and fought terrible wars amongst themselves. Today, they have fallen into near extinction; a few lurk in the Dreamlands where they conduct grotesque experiments on humans they have captured, and a few degenerate tribes cling to existence in the most remote corners of the earth. Some believe the most powerful members of their race lie in a hibernating sleep, waiting for the time when they can awake and reclaim their world.

Serpent people are ophidian humanoids. They are extremely supple; their limbs appear almost boneless and this makes them particularly dangerous in combat. They also have a venomous bite which can kill in just a few minutes.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Mythos) d8, Knowledge (The Sciences) d8, Notice d6, Persuasion d10, Stealth d8.

Pace: 8; **Parry:** 6; **Toughness:** 6 (1).

Special Abilities

- **Armour (+1):** scaly skin.
- **Bite:** Str+d4.
- **Boneless:** serpent people melee attacks ignore shield bonuses.
- **Dodge:** panged attacks against a serpent person suffer a -1 penalty.
- **Illusionary Appearance:** serpent people know an illusion spell which gives them the ability to walk amongst humans. If for any reason someone becomes suspicious of the real nature of the creature, roll its Persuasion opposed by the investigator's Smarts. Success means the serpent person's disguise stays in place.
- **Poison (-2):** anyone who is Shaken or wounded by a serpent person's bite must succeed at a Vigor (-2) roll or die within 2d6 minutes. Even those who succeed suffer a Wound and are Exhausted. If they score a Raise on the roll, they are merely Exhausted.
- **Spells:** most serpent people know up to 12 spells chosen by the GM.
- **Supple:** serpent people gain a +1 Parry bonus.

Shantaks (Servitor Race)

Shantaks are huge, scaled creatures, larger than elephants, which are used as mounts by the Outer Gods' most favoured cultists. They have a horse-like appearance and sightings of them in antiquity are probably the source of many of the world's dragon legends.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+6, Vigor d8.

Skills: Fighting d8, Notice d6.

Pace: 5; **Parry:** 6; **Toughness:** 17 (7).

Special Abilities

- **Armor (+4):** shantaks are covered in armoured scales.
- **Claws:** Str +d8.
- **Flight:** shantaks have a Flying Pace of 25 and a Climb rate of 0.
- **Horror:** anyone who sees a Shantak must make a successful Spirit test or roll on the Horror Effects Table (p.181).
- **Large:** attackers gain a +2 bonus on attacks.
- **Size (+7):** shantaks are larger than a bull elephant.

Shoggoths (Servitor Race)

Amongst the worst and most deadly of the Mythos creatures, shoggoths appear to be enormous amoebas, or a boiling sea of flesh which sprouts eyes, tentacles, and maws as needed.

Shoggoths were originally created to serve as a slave race by the elder things, but they proved surly and rebelled and overthrew their masters. Since then they have served deep ones and other races, and have even been found in the thrall of human cultists. However it is only a matter of time before they grow tired of servitude and attempt to slay all within reach.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+6, Vigor d12+4.

Skills: Fighting d12, Notice d10.

Pace: 12; **Parry:** 9; **Toughness:** 18.

Special Abilities

- **Amphibious:** a shoggoth has a swimming pace of 12".
- **Huge:** attackers add +4 to their attacking rolls.
- **Immunities:** firearms, electrical attacks, and fire only do half damage.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.

- **Regeneration:** a shoggoth makes a Vigor roll every round. Each success and Raise removes one wound.
- **Seep:** a shoggoth can squeeze through any porous material as if it was Difficult Ground.
- **Size (+8):** shoggoths are mind bogglingly big.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A shoggoth can create any number of tentacles a round. They each have a Reach of 3, but only up to 4 can attack the same target at any one time. They gain a gang up bonus if more than one does attack the same target.
- **Terror (-2):** those who see a shoggoth must make a Spirit (-2) test or roll on the Terror Effects Table (p.182). Even those who succeed at their Spirit roll still gain 1 point of Dementia.

Spectral Hunter (Created Servitor Race)

Spectral hunters are created via a particularly loathsome ritual using human volunteers. The subject is transformed into a large, rubbery, red-eyed, oil black humanoid with pincers for hands. These creatures are either placed as guards over an important place or item, or are given a target to hunt down and kill.

Spectral hunters have the ability to turn invisible at will, and while invisible they are immune to all non-enchanted weapons; this makes them extremely dangerous foes. However, they also have two major weaknesses: first, if they are caught in certain types of light—typically that projected through special lenses—they become visible and also lose their immunities to damage. Second: during creation they are magically tied to a certain ceremonial object; they are unable to travel more than a mile away from it, and if it is ever destroyed, they are slain.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d4.

Skills: Fighting d8, Notice d6, Stealth d12+6, Tracking d6.

Pace: 8; **Parry:** 6; **Toughness:** 7 (1).

Special Abilities
- **Armor (+1):** rubbery skin.
- **Horror (-1):** anyone who sees a spectral hunter must make a successful Spirit (-1) test or roll on the Horror Effects Table (p.181).
- **Immunity:** while invisible a spectral hunter is immune to all non-enchanted weapons.
- **Invisibility:** a spectral hunter can turn invisible at will, and while invisible attackers suffer a -6 penalty to hit them.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Pincer:** Str+d6.
- **Size (+2):** spectral hunters are much bigger than the average human.
- **Weakness (Bonded Item):** a spectral hunter can never travel more than a mile from its bonded item, and if the item is ever destroyed, it is slain.
- **Weakness (Certain light):** a spectral hunter loses the ability to turn invisible (and also its immunities) when caught in a beam of light projected through certain special lenses.

NEW CREATURES

Bloodborn

The bloodborn are spirits of the Dreamlands and dwell within the twisted woods of the Valley of the Black Sun, where they feed upon anyone foolish enough to explore the dark undergrowth. Although physically fragile and easily killed, their strength lies in the manner of their reproduction, which also gives them their name. Their eggs, which require blood to gestate, are contained in blade-like ridges along their appendages. As they exsanguinate a victim, the eggs mix with the rich, vital blood and grow with alarming speed into a new bloodborn. Incredibly swift, Bloodborn are able to quickly overcome an enemy through sheer force of numbers, as each wound they inflict has the potential to produce ever more members of their horde.

> As blood is spilled by its razor-sharp wings, more bloodborn appear to wreak havoc on the battlefield.

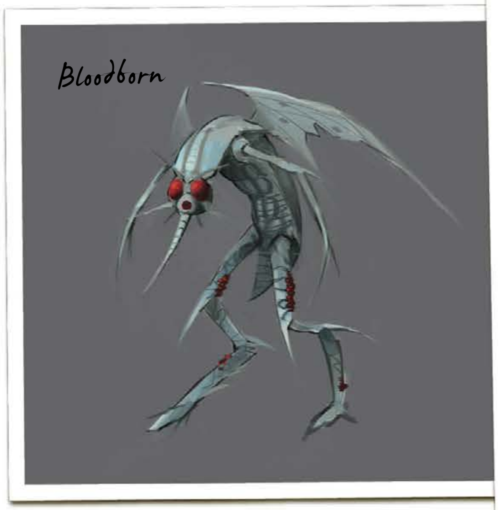
Black Sun soon realises the potential military application of these parasitic creatures and has developed rituals to call them to the waking world. When summoned, only a single bloodborn appears, but it immediately launches itself at lightning speed towards the nearest enemy. As blood is spilled by its razor-sharp wings and limbs, more bloodborn appear to wreak chaos on the battlefield. While the bloodborns' summoner is able to direct their attacks, their desire to breed is never sated so caution must be taken to ensure they can be killed once their task is complete, to avoid an uncontrolled plague that can quickly devastate a region. The Black Sun's *Totenkopfringe* (p.186) protect against these creatures, and they will not attack a person who is wearing one.

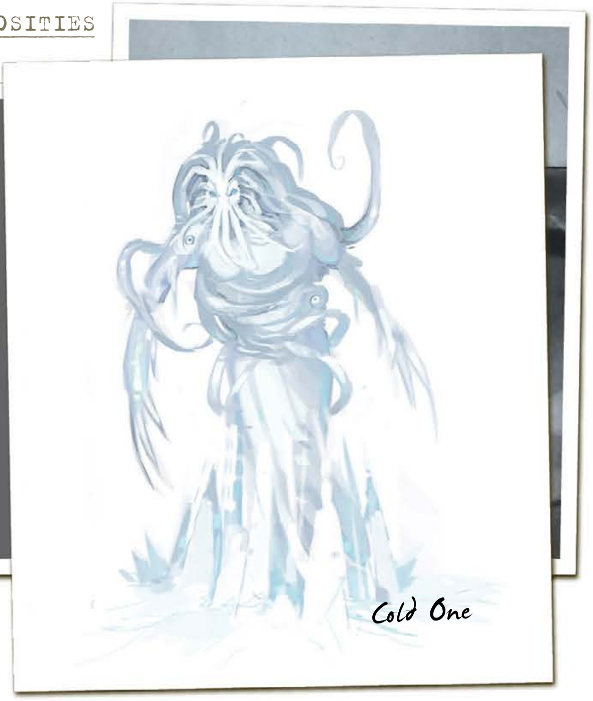
The only way to prevent these creatures multiplying is to destroy them all before more can appear. This is difficult due to their speed, but not impossible as their bodies are fragile and susceptible to normal weapons, particularly fire.

Appearance: standing only three to six inches (7.5-15cm) tall, these insect-like humanoid creatures possess viciously

I wonder if DDT
would be any
use against
these little
monstrosities?

-R.D





sharp wings and bony ridges along their arms and legs which they use to slash and slice at their victims in order to spill the blood their procreative lust desires.

Cth

STR 1D6 **DEX** 5D6 **INT** 2D6 **CON** 1D6
SIZ 1D3 **POW** 1D6 **EDU** n/a
SAN n/a **Hit Points:** 3

Damage Bonus: -1D6.

Weapons: *Winged Slash Attack* 50%, damage 1D6. If 2 or more points of damage are inflicted on a strike, a new bloodborn will erupt from the spilt blood the next turn.

Sanity Loss: 0/1D3 points the first time a bloodborn is witnessed bursting into life.

Sav

(Servitor Race)
Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10.

Skills: Notice d6.

Pace: 10; **Parry:** 4; **Toughness:** 7.

Special Abilities

- **Bloodborn:** a newborn swarm is initially the size of a Small Burst Template, but each wound it inflicts increases its size by one Burst Template. Killing an Extra is counted as inflicting a wound. If a Large Burst Template-sized swarm wounds its prey, it creates a second Small Burst Template-sized swarm which must find its own target to gain in size.
- **Nausea:** witnessing a bloodborn swarm grow in size is troubling. Investigators must successfully roll Spirit or suffer a -1 penalty to all rolls until the end of the encounter.
- **Swarm:** Parry +2; because the swarm is composed of scores, hundreds, or even thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his Strength damage each round. Swarms are usually foiled by jumping in water. Inflicting a wound on a swarm decreases its size by one Template. A wound on a Small Burst Template-sized swarm destroys it.
- **Weakness (Fire):** fire based attacks inflict +4 damage on a Bloodborn swarm.
- **Wing Slashes:** bloodborn swarms inflict hundreds of tiny wing slashes every round to their victims, hitting automatically and causing 2d4 damage to everyone in the Template. Damage is applied to the least armoured location.

Cold Ones

Semi-corporeal, humanoid shades composed of whirling ice crystals and snow, these polar apparitions (also known as Ylidheem) are lesser servitors of the Great Old Ones Aphoom Zhah and Rlim Shaikorth, and are conjectured to be related to those other terrifying creatures of the snow and ice, the halja (p.233). Found only in areas of the bitterest cold, they appear and disappear like ghosts, their wailing and shrieking cries enough to freeze a person to their very core. However, unlike ghosts, they are only partially insubstantial and cannot pass through solid objects, instead seeping through even the tiniest nooks and crannies.

When attacking, a cold one materialises near to or even around its victim, freezing him with its touch. The resulting tissue damage is akin to a deep frostbite.

Cth

STR n/a **DEX** 2D10+10 **INT** 2D6+6
CON n/a **SIZ** 2D6+6 **POW** 3D6+6
EDU n/a **SAN** n/a

Hit Points: a cold one's Hit Points are equal to its POW

Damage Bonus: none; **Move:** 50 (flying).

Weapons: *Freezing Touch* 40%, damage Special, base range touch.

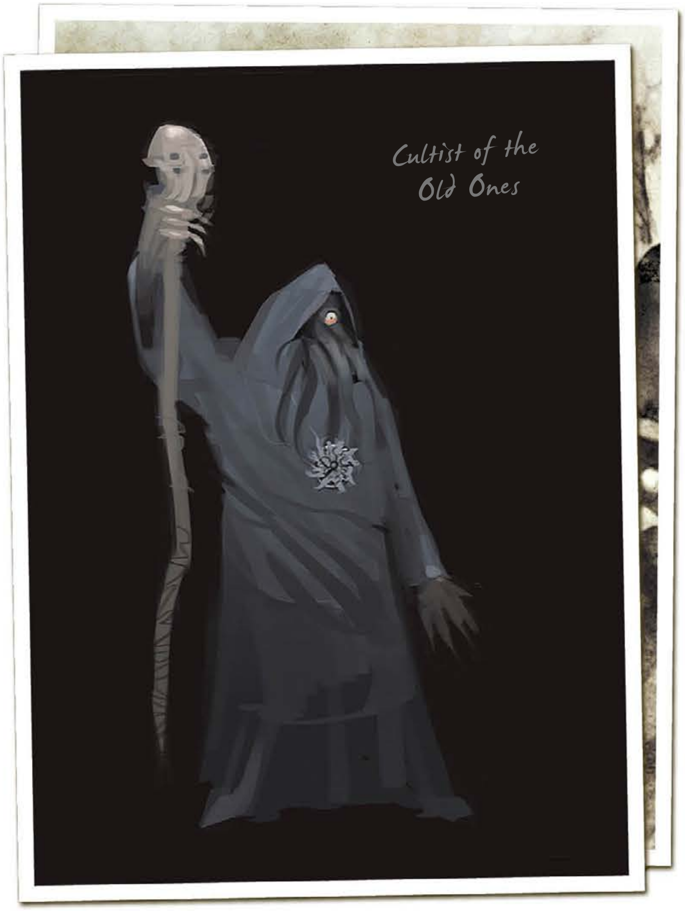
Skills: Dodge DEX×2%, Hide in Snow 90%, Sneak in Snow 90%.

Armour: none, although cold ones are immune to physical attacks. They are susceptible to fire damage at 2D6 Hit Points per successful strike (if using a flaming brand or torch), or as per the standard damage for a flaming weapon, such as a flamethrower.

Spells: if the cold one's INT is 16 or more, then it knows 1D3 spells of the Keeper's choice, although these are usually associated with the weather, the cold, or either of the Great Old Ones the creatures are tied to.

Sanity Loss: 0/1D6 points to see a cold one. 0/1D3 points to hear the wailing shriek of a cold one.

Special Rules: for each successful attack by a cold one, the victim suffers the loss of 1D2 CON and 1D2 Hit Points. In addition, for every 5 combined points of CON and Hit Points lost, the victim also loses 1 point of APP and 1 of STR. A successful First Aid roll can restore a single Hit Point or one point of CON or STR, but not APP; whereas as successful Medicine roll can restore 1D3 points to any of the affected stats. Only one medical aid roll is allowed—the victim must then rely on Mother Nature and time to effect a full recovery, requiring one week of professional medical care per point (HP or attribute) lost to the cold ones.


Cultist of the Old Ones

Sav

(Servitor Race)
Attributes: Agility d12, Smarts d8, Spirit d10, Strength n/a, Vigor n/a.

Skills: Stealth d12+4.

Pace: n/a; **Parry:** 2; **Toughness:** 7.

Special Abilities

- **Ethereal:** cold ones have no material form and are immune to all physical attacks.
- **Creature of Will:** cold ones use their Spirit rather than their Vigor to determine Toughness.
- **Flight:** Flying Pace of 20, Climb rate12.
- **Horror:** anyone seeing a cold one must succeed at a Spirit roll or roll on the Horror Effects Table (p.181).
- **Icy Aura:** place a Large Burst Template around the cold one; anyone within the Template must succeed at a Vigor roll every turn or suffer a level of Fatigue from hypothermia. Once an investigator gets warm it takes an hour to recover from the Fatigue.
- **Seep:** cold ones can squeeze through any porous material as if it was Difficult Ground.
- **Terrifying Wail:** anyone who hears a cold one's wailing must succeed at a Spirit roll or suffer -1 to all Trait tests for the rest of the encounter.

Cultist of the Old Ones

These high priests of the True Religions have made the ultimate step towards the coming of their ancient masters. Once human, their path to exaltation has irrevocably altered their forms. Now, their outward appearance reflects the taint within their souls. Cultists are essentially boneless with an internal structure made of cartilage and flexible flesh, enabling them to slip and slide their way through very small spaces.

Cultists of the Old Ones are greatly revered by the humans they command, who treat them as objects of worship alongside their dark gods. These twisted beings are frequently used to carry out those of the cult's tasks which must not fail.

Appearance: cultists of the Old Ones have a singular, lidless eye that sits atop a mass of writhing, prehensile tentacles. Their limbs are dexterous and strong, able to constrict with shocking force, and coated with a glue-like mucus which makes grappling with them dangerous indeed.

Cth

STR 4D6+20	**DEX** 2D6+12	**INT** 3D6+6
CON 3D6	**SIZ** 3D6+3	**POW** 6D6
EDU 3D6+3	**SAN** n/a	**Hit Points:** 25

Damage Bonus: varies; **Move:** 8.

Skills: Cthulhu Mythos 50%, Grapple 70%, Hypnosis 70% (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War* p.90 for further details), Sneak 55%, Spot Hidden 65%.

Language Skills: any appropriate EDU×5%.

Weapons: *Tentacle Strike* 75%, damage 1D4+db, base range touch. The Cultist can attack with up to six of its tentacles.

Grapple 70%, as per the rules described on p.68 of the ***Call of Cthulhu, Sixth Edition*** core rulebook.

Staff (Melee Weapon—Club) 60%, damage 1D8+db, atts 1, base range touch.

Sword (Melee Weapon—Sword) 55%, damage 1D8+1+db, atts 1, base range touch.

Armour: 2 points due to its thick, rubbery skin. Blunt-force weapons, such as clubs, do only half rolled damage.

Spells: the cultist knows as many spells as the Keeper deems appropriate, chosen from the following list: Body Warping of Gorgoroth, Contact (specific god), Deflect Harm, Dominate, Elder Sign, Enchant Sacrificial Dagger, Fist of Yog-Sothoth, Flesh Ward, Implant Fear, Mindblast, Shrivelling, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Hound of Tindalos, Summon/Bind Hunting Horror, Summon/Bind Nightgaunt.

Sanity Loss: 0/1D6 points.

Sav

(Servitor Race)

Attributes: Agility d12+2, Smarts d10, Spirit d12, Strength d12, Vigor d10.

Skills: Fighting d8, Knowledge (Mythos) d10, Notice d10, Stealth d8.

Pace: 8; **Parry:** 7; **Toughness:** 11 (2).

Special Abilities

- **Armour +2:** the flesh of this creature is rubbery and resistant.
- **Hypnosis:** these creatures can use the *puppet* power on humans using their Smarts as their Arcane Skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Seep:** cultists of the Old Ones can squeeze through any small space as if it was Difficult Ground.
- **Size +2:** a cultist of the Old Ones is significantly bulkier than a human.
- **Spells:** a cultist of the Old Ones may know some of the following spells: *body warping of Gorgoroth*, *contact* (specific god), *deflect harm*, *dominate*, *elder sign*, *enchant sacrificial dagger*, *fist of Yog-Sothoth*, *flesh ward*, *implant fear*, *mindblast*, *shrivelling*, *summon/bind byakhee*, *summon/bind dimensional shambler*, *summon/bind hound of tindalos*, *summon/bind hunting horror*, *summon/bind nightgaunt*.
- **Tentacle:** Str +d6, Parry +1, ignores shield bonuses. A cultist of the Old Ones may attack with up to 6 tentacles. They each have a Reach of 1, and up to 4 may attack one target. They do gain a gang up bonus if more than one attacks the same target.
- **Tentacle Grapple:** this creature may grapple a foe with one of its sticky tentacles. It gets a +2 bonus on its grapple roll, and then slowly squeezes the target to death, doing d12 damage every round as a free action until the prey escapes.
- **Terror:** those who see this creature must succeed at a Spirit test or roll on the Terror Effects Table (p.182).
- **Unusual Biology:** a cultist of the Old Ones is especially resistant to the trauma of blunt force injury. Any weapons which inflict this type of damage have their damage die reduced one step.

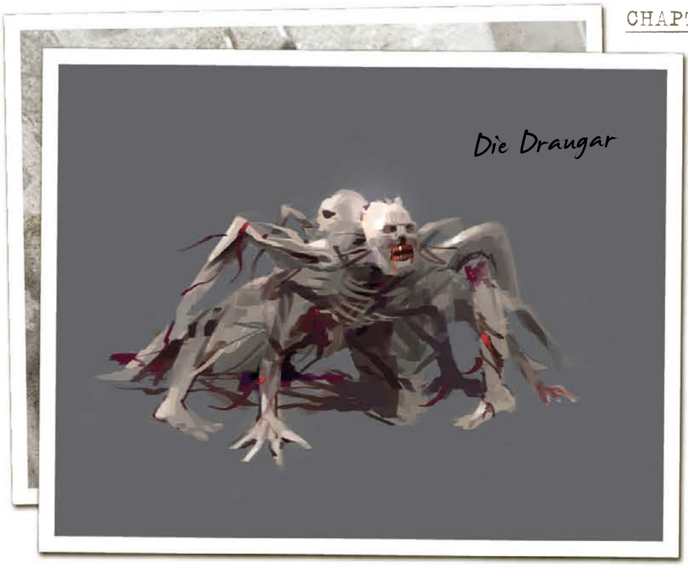
Die Draugr

Created by *Nachtwölfe* through the combination of formulae and compounds recovered from Indonesia and North Africa, interwoven with some of the more controversial work of the American scientist Dr. Herbert West, *der Draugr* can best be described as a biological weapon (typically delivered as a gas via artillery or dropped munitions) which causes the uncontrolled reanimation of dead tissue.

Living flesh that comes into contact with this abomination rapidly becomes necrotic, and limbs affected in this manner must be amputated to prevent further spread. *Die Draugar* possess no intelligence but are able to sense living matter and attempt to add it to their overall mass. Unlike Black Sun's creations, *die Draugar* cannot be controlled or commanded in any form and is only used in enemy-controlled territory for fear of it attacking friendly forces. With no central nervous system or brain, *die Draugar* are extremely difficult to destroy—pieces hacked from the main body will continue to attack, with fire-based weapons being the only effective deterrents against its mindless acquisition of new tissue.

> *Der Draugr* can best be described as a biological weapon which causes the uncontrolled reanimation of dead tissue.

With the D-Day landings in Normandy, the SS have proposed launching the weapon against Allied field hospitals behind the front lines to act as both an effective shock weapon and to break the morale of troops witnessing the horrific destruction reaped by these abominations.



Appearance: in contrast to the zombie-like *Gefallenen* of Black Sun, *die Draugar* do not maintain their original form but are composed of tissue, muscle, cartilage, and bone fused together in an abhorrent, writhing mass that pulls itself across the ground using appendages formed from its overall seething bulk.

Cth
STR 3D6 DEX 2D6 **INT** n/a **CON** 2D6
SIZ 1D6—see special rules **POW** 1D6
EDU n/a SAN n/a

Hit Points: 40—see special rules

Damage Bonus: none; **Move:** 10.

Weapons: *Talon* 40%, damage 1D6, base range touch.

Bite 40%, damage 1D4, base range touch.

Bone Whip 50%, damage1D6+3 (see Special Rules), base range 0-5 yds.

Armour: 5 points due to their capacity to absorb damage and continue to grow. *Die Draugr* are immune to impaling weapons, but suffer double damage from fire-based attacks.

Sanity Loss: 1D6/1D20.

Special Rules: when first released, *die Draugar* will animate any dead organic tissue, including animal and insect life, and continue to expand as it absorbs the matter it comes into contact with, increasing in **SIZ** by 1D3 and raising its Hit Points by 1D6 each turn. In addition, each 3 Hit Points of damage it inflicts increase both its **SIZ** and Hit Points by 1D3.

Due to its ability to form limbs, whip-like tails, and mouths with which to attack, *die Draugar* can attack *each* opponent within range with all of its attacks each turn.

Anyone suffering damage from *die Draugar* must make a **CON** check versus a Potency 10 poison or suffer a 1 Hit Point loss per hour until the wound is neutralised (antibiotics, fire, or amputation). If more than half of the investigator's Hit Points are lost in this manner (not including the original wound) then he spawns into a new abomination. The **SAN** loss for witnessing this stomach-churning event is 1D6/1D10, and 1D8/1D20 for the person undergoing the transformation.

Sav
(Created Servitors)
Attributes: Agility d4, Smarts n/a, Spirit d4, Strength d6*, Vigor d4*.

Skills: Fighting d6, Notice d8.

Pace: 8; **Parry:** 6; **Toughness:** 8 (3) (to start with).

Special Abilities

- **Absorb Corpse:** *der Draugr* takes a full round to add a corpse to its mass. Every corpse added increases its Strength and Vigor by one step and it also gains +1 Size. This increases its Toughness.
- **Armor +3:** *der Draugr* is a mass of twisting and changing flesh which absorbs damage as it is inflicted.
- **Bone Whip:** Str+d6, Reach 2, Parry +1, ignores shield bonuses.
- **Claws:** Str+d4. Strength depends on the number of corpses in the creature.
- **Necrotic Touch:** if a *der Draugr* attack inflicts a wound, then the target must make a successful Vigor roll or suffer a level of Fatigue. If the roll is failed, then the investigator is also infected with a creeping necrosis which will eventually kill him. He must make Vigor rolls every ten minutes or suffer another level of Fatigue until death. Witnessing this death calls for a Horror (-1) roll. The only way to avoid death is to amputate the infected limb within ten minutes of the first infection; after that it is too late.
- **Regeneration:** every time a *der Draugr* absorbs a corpse, it heals a wound.
- **Size -1:** *die Draugar* start their unlife as small mounds of undead flesh.
- **Spawn:** anyone killed by the necrotic touch rises as a new *der Draugr*. The new creature is a Wild Card if the character that spawned it was as well; otherwise it is an Extra.
- **Terror (-2):** anyone viewing a *der Draugr* must make a successful Spirit (-2) test or roll on the Terror Effects Table (p.182).
- **Undead:** +2 Toughness, +2 to recover from being Shaken, Fearless, Called Shots do no extra damage, immune to Wound Penalties.

> I DON'T NEED A LECTURE ON THE THING'S LIFE HISTORY, I JUST NEED YOU TO TELL ME WHERE TO HIT IT.
>
> – SGT. CARTER

Die Gefallenen ("The Fallen")

Die Gefallenen are the reanimated corpses of fallen soldiers, instilled with a cruel parody of the spark of life through Black Sun's unholy magic. Later in the war, Black Sun begins to use the bodies of enemy troops for their rituals, creating squads of *die Gefallenen* to release against enemy positions in the hope that they will be allowed to approach under the mistaken belief that they are friendly forces. Possessing only the most basic intelligence, *die Gefallenen* are animalistic and savage creatures capable of understanding only the most basic commands from their creators and, left to their own devices, they will attack without distinction.

Die Gefallenen do not require sustenance of any kind, nor do they appear to have any desire or instinct other than to attack anything living they encounter. This indiscriminate aggression makes them a particularly effective shock weapon, one that Black Sun deploys in increasing numbers as the war progresses. The *Totenkopfringe* issued to Black Sun and SS members are enchanted to protect their wearers from these creatures, which appear to be unable to detect their presence while the rings are worn.

Like traditional zombies (***Call of Cthulhu, Sixth Edition***, p. 211), *die Gefallenen* suffer minimal damage from impaling weapons. However, their brains appear to be the driving force behind their reanimation and any attack aimed specifically at their heads does cause normal damage. Even if the head is removed from the body, *die Gefallenen* continue to "live" until their brains are destroyed; a severed head with an intact brain attempts to bite anyone within range (although as soon as the head has been removed from it, the body itself becomes lifeless). Fire-based attacks are particularly effective against them, and when deployed in battle their Black Sun handlers are always accompanied by troops equipped with *Flammenwerfer* 35 flamethrowers to neutralise the creatures should it be required.

Appearance: the physical appearance of *der Gefallene* is dependent on the state of the cadaver at the time of the ceremony, and the sorcerers of Black Sun opt for the freshest corpses in order to extend the useful lifespan of these vile beings. Although they have been given a new semblance of life, the process of decay cannot be halted, and so over time *die Gefallenen* do eventually rot away.

The ritual required to create these horrors demands a series of geometric patterns to be etched into the skin of the subject corpse, giving an overall warped effect akin to "tribal"-style tattoos.

Cth

STR 4D6 **DEX** 2D6 **INT** n/a **CON** 6D6
SIZ 2D6+6 **POW** 1 **EDU** n/a
SAN n/a **Hit Points:** 20

Damage Bonus: varies.

Weapons: *Bite* 40%, damage 1D4.

Bash 40% 1D6+db.

Armour: none, though impaling weapons do 1 Hit Point of damage, while all others only inflict half rolled damage. Fire-based attacks inflict full damage.

Sanity Loss: 1/1D8.

Sav

(Created Servitors)
Attributes: Agility d6, Smarts d4 Spirit d4, Strength d6, Vigor d6.

Skills: Fighting d6, Intimidation d6, Notice d4.

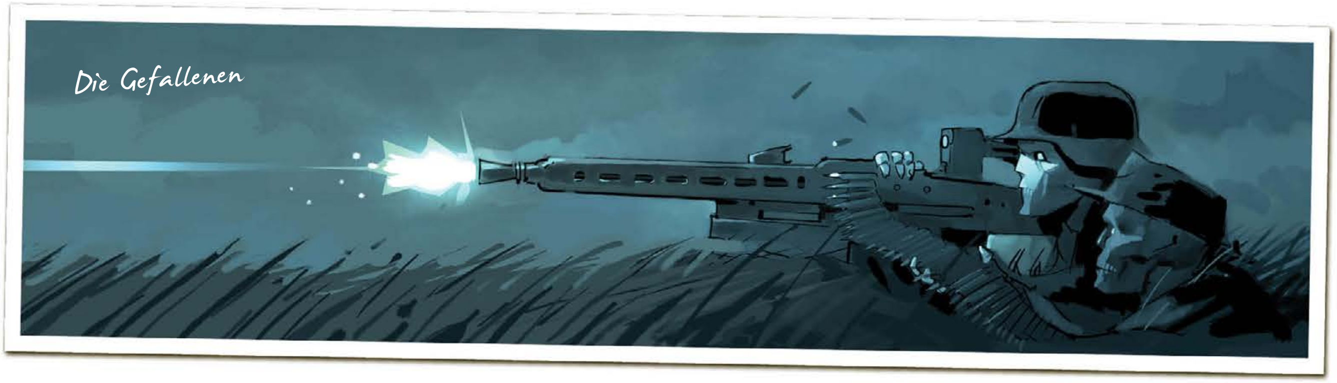
Pace: 4; **Parry:** 5; **Toughness:** 7.

Gear: various.

Special Abilities
- **Claws:** d6.
- **Horror (-1):** those who see a *der Gefallene* must make successful Spirit (-1) check or roll on the Horror Effects Table (p.181).
- **Undead:** +2 Toughness, +2 to recover from being Shaken, Fearless, Called Shots do no extra damage, +4 Toughness against bullets and piercing attacks.
- **Weakness (Head):** shots to a *der Gefallene's* head are +2 damage and piercing attacks do normal damage.

Halja

Vicious spirits of ice and wind, the halja appear to be related to Ithaqua and are held in reverence by certain arctic European tribes as "brides of the wind walker". The arrival of the halja is preceded by a sudden and ferocious blizzard of hail


Die Gefallenen

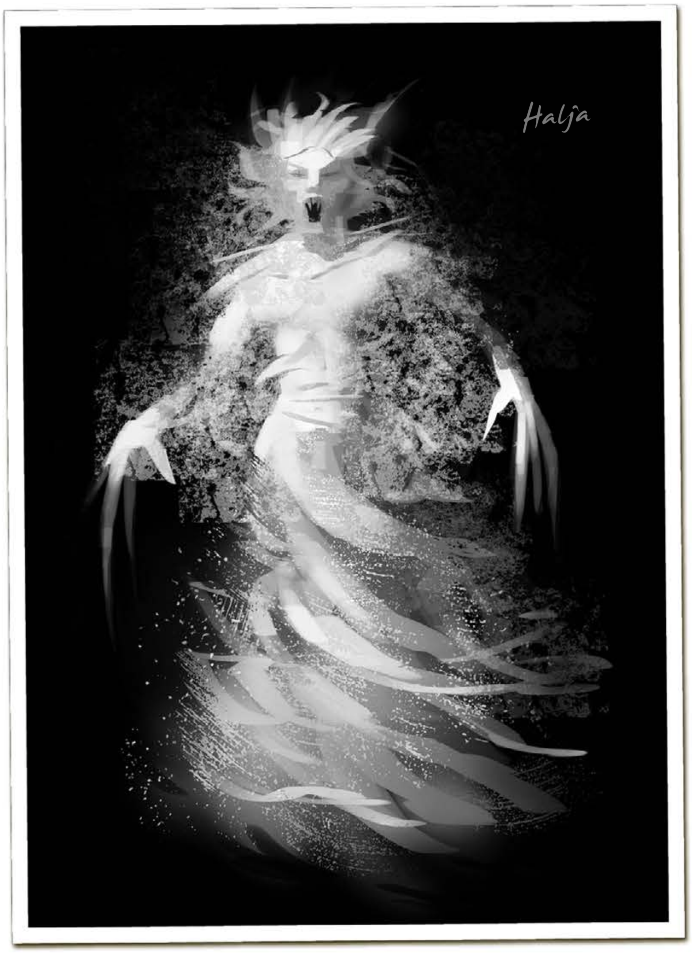
and snow, slicing at exposed skin with jagged shards of ice. The shrieking screams of the halja soon herald their arrival.

Incorporeal when in motion, the halja only coalesce into their physical forms at the moment they strike, and even then only half-glimpsed fragments become visible: a leering face, or a viciously taloned hand tearing at their victims before disappearing back into the storm. Their incorporeal state makes the halja incredibly difficult to retaliate against.

Black Sun first encounters tales of the halja during the 1936 expedition to Karelia in Finland, where they are permitted to record the rituals and practices of the shaman witch Miron-Aku. Recordings of the ritual to summon the halja are taken back to Germany, where Weissler's sorcerers develop their own incantations to draw the creatures down from Ithaqua's realm.

Black Sun successfully use the summoning ritual in Germany's Norwegian campaign and, bolstered by their success, have taken steps to expand its use to warmer climes. The 1938 US patent for mobile refrigeration units has proven of great interest to Black Sun and they plan to field these vehicles in future campaigns.

Appearance: Those who have survived an encounter with the halja (and there are few) describe them as having vaguely female forms, though fashioned of ice, with elongated fangs and clawed hands.



STR 2D6+6 **DEX** 5D6 **INT** 2D6 **CON** 2D6+6
SIZ 2D6+6 **POW** 3D6 **EDU** n/a
SAN n/a **Hit Points:** 14

Damage Bonus: varies; **Move:** 50 flying.

Cth

Weapons: *Talons* 60%, damage 1D8+db, base range touch.

Bite 40%, damage 1D6, base range touch.

Armour: 5 points of iron-hard icy skin. In addition, in order to target a halja as it materialises, the investigator must make a successful DEX×2 check to react quickly enough before it disappears again.

Sanity Loss: 0/1D6 points to see a halja.

Special Rules: A successful **DEX**×2 check is required to react quickly enough to their sudden appearance to permit a counter-attack as the creatures strike.

Sav

(Servitor Race)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Stealth d12+1.

Pace: 8; **Parry:** 6; **Toughness:** 9 (3).

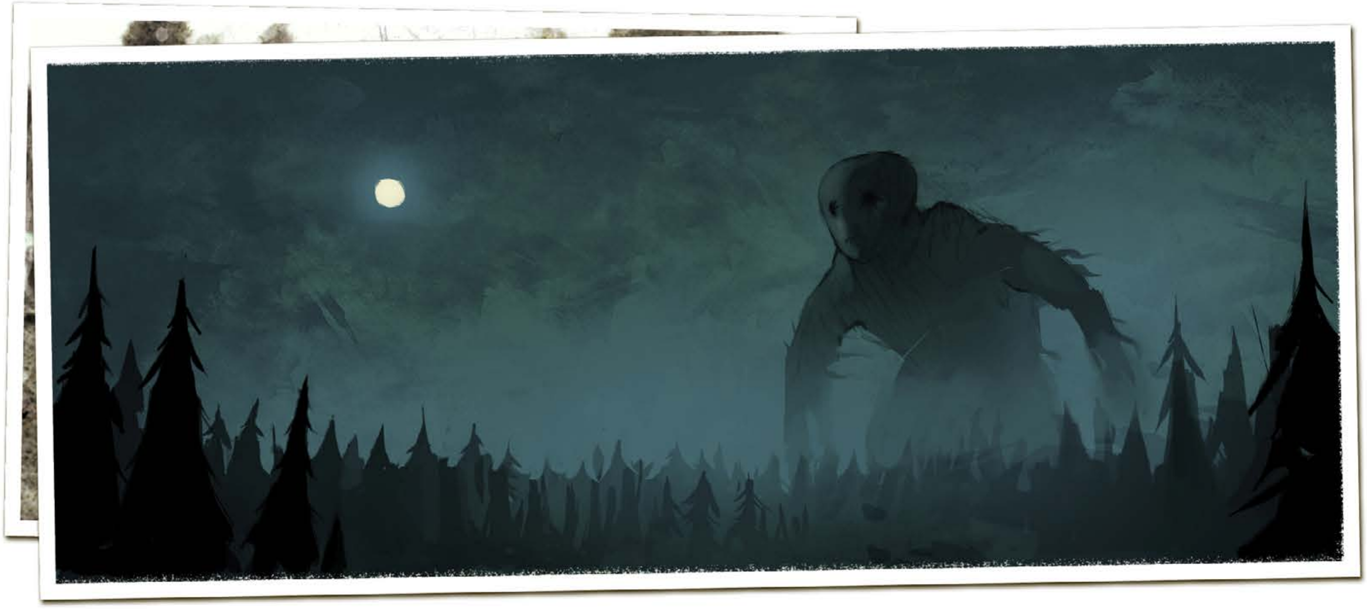
Special Abilities

- **Armor (+3):** iron-hard, icy skin.
- **Ethereal:** while ethereal, a halja is immune to all un-enchanted weapons. It must succeed at a Stealth roll to go ethereal, but turning solid is a free action.
- **Horror:** those who see a halja must make a Spirit test or roll on the Horror Effects Table (p.181).
- **Incredibly Quick:** if a halja draws an 8 or less from the Action Deck, it can discard the card and draw again.
- **Swift Reflexes:** halja only suffer a -1 penalty on Multi Actions. Its usual tactic is to attack and then turn ethereal before the target can respond.
- **Talons:** Str+d8. Can only be used when a halja is corporeal.

Ludendorff's Golem

Created as a wedding gift for General Erich Ludendorff by his astronomer and occultist brother, Hans, Ludendorff's golem is a strange hybrid creature of cloth and clay. Hans, under the direction of Hungarian-Jewish esoteric master Ignácz Trebitsch-Lincoln, constructed the golem sometime around 1926 based on Jewish rituals that are now banned by the Third *Reich*. Although made of the traditional clay, unusually for a golem the creature has an embroidered fabric face, and the rest of the body is also covered in a soft, flesh-coloured cloth, making the golem look uncomfortably like a gigantic doll.

The control word "*Emet*" (truth) is embroidered onto the forehead rather than written, making it distinctly more difficult to deactivate the golem by using the traditional method



of shortening the command to "*Met*" (death). Residing with the General until his death in 1937, the golem is mostly kept inactive by command. After the General's funeral, where a huge, heavily bundled, shambling figure can be seen at the back of the cortege, the golem disappears. Its current whereabouts, like the reasons for Hans to give his anti-Semitic brother a Jewish magical object, remain a mystery.

> Although made of the traditional clay, the creature has an embroidered face.

Appearance: the size of a very large, heavily-built man, the facial features of Ludendorff's golem are strangely softened and indistinct. This, coupled with the creature's shuffling gait, clearly identify it as being something other than human. The creature is, on the whole, peaceful unless attacked. Given that Hans Ludendorff somehow managed to pass control of the creature to his brother, there may well be a way for someone else to gain control of it, at the Keeper's discretion.

Cth

STR 32	**DEX** 04	**INT** 02	**CON** 18
SIZ 22	**APP** n/a	**POW** 11	**EDU** n/a
SAN n/a	**Hit Points:** 20		

Damage Bonus: +2D6.

Weapons: *Fist* 50%, damage 1D6+2D6.

Crush 40%, damage 1D6+2D6.

Armour: 10 points (9 for being constructed of clay, 1 for the processed cloth covering). Removal of the first letter on the golem's forehead will incapacitate it, and may even destroy it (Keeper's discretion). Precisely how you remove an embroidered letter is up to the investigators to decide. Exactly what occurs should the whole word be removed is left to the Keeper.

Sanity Loss: 0/1D6, unless the investigator has a phobia regarding dolls (pediophobia), at which point 1/1D6+1.

Sav

(Created Servitor)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+4, Vigor d12+1.

Skills: Fighting d8, Notice d6.

Pace: 5; **Parry:** 6; **Toughness:** 15 (5).

Special Abilities

- **Armor (+5):** baked clay and a cloth covering.
- **Bear Hug:** if the golem wins a grapple test it does its d12+4 damage per round until the victim escapes.
- **Construct:** the golem gains a +2 bonus to rolls to Unshake; it does not suffer additional damage from Called Shots, and suffers no wound penalties.
- **Fist:** Str+d4.
- **Horror:** Anyone who sees Ludendorff's golem must make a successful Spirit test or roll on the Horror Effects Table (p.181).
- **Size +2:** the golem is much bigger than an ordinary man.
- **Weakness:** removal of the first letter on the golem's forehead will incapacitate it, and may even destroy it (GM discretion). Precisely how you remove an embroidered letter is up to the investigators to decide. Exactly what occurs should the whole word be removed is left to the GM.

Manneskin

A creature of moonlight and darkness, the manneskin once haunted the realms of the northern European forests, luring the unwary into its clutches by mimicking whatever it thought would work best: prey animals, people, etc. Careful only ever to suggest the bait's presence by shadow, movement, and sound, the manneskin has found new hunting grounds in the bombed-out remains of towns and cities, where it has learnt to use the sounds of children playing in the broken ruins late at night to tempt the curious and concerned into making a fatal mistake.

A manneskin attack begins with the ring of children's laughter. Those drawn in by the ruse will see fleeting shadows indicating that the child is running away from them, deeper into the building. If followed, the effect is reinforced by further noises (footsteps, sliding debris, more laughter) and glimpses of movement, seen just out of the corner of the eye. The idea is to bring the victim close to the manneskin's lair, where it will engulf them, suffocating them before feeding saprophytically on their decaying bodies in a manner not too dissimilar from certain species of fungi. It exudes its own digestive juices onto the victim to speed up the process, absorbing the liquefied nutrients back in through its skin. This takes time, so the manneskin prefers buildings that have dark, cool, underground rooms and vaults where it can hide from the daylight and prying eyes while it finishes its meal.

> It exudes its own digestive juices onto the victim to speed up the feeding process.

Manneskin only ever attack on clear nights when there is a moon in the sky. Without the presence of the moon, it is unable to generate the distraction techniques it requires to hunt. Whilst they may be distantly related to the formless spawn, they have no known links with Tsathoggua.

Appearance: For those unfortunate enough to see a manneskin close up, it appears as a darkly shimmering, amorphous blob that can change shape in an instant. It uses pseudopod-like extensions, which it buds at will as need dictates, to create its illusions and to ensnare its prey.

Cth

STR 4D6+6 **DEX** 2D6+12 **INT** 3D6+6
CON 2D6+6 **SIZ** 4D6+12 **APP** n/a
POW 3D6 **EDU** n/a **SAN** n/a

Hit Points: 12-27

Not so much
'Moonlight and Roses' as
'Moonlight and Glop'...

Disgusting!
– Peggy

Damage Bonus: varies; **Move:** 12.

Skills: Grapple 75%, Hide 80%, Sneak 70%.

Weapons: *Pseudopod* 80%, damage 1D6+db, base range 0-5 yds.

Acid Spit 65%, damage 1D4 per round until washed off, base range 0-10 yds.

Armour: whilst immune to normal physical weapons, manneskin are susceptible to magical ones. They may also be harmed by spells and are particularly sensitive to fire, meaning that they do not inhabit fresh bomb sites and quickly leave locations heavily attacked with incendiary devices. They are not especially damaged by sunlight, but will avoid it wherever possible.

Sanity Loss: 1/1D10.

Sav

(Independent Race)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d6.

Skills: Fighting d10, Persuasion d12+2, Shooting d8, Stealth d12.

Pace: 8; **Parry:** 8; **Toughness:** 8.

Special Abilities

- **Acid Spit:** 2/4/8 2d4. The acid then does 1d4 damage each round until it is washed off.
- **Engulf:** if the manneskin succeeds in a grapple roll against its prey, it engulfs it. Not only does the victim start to smother (see **Chapter 4: Situational Rules—Drowning** in the ***Savage Worlds*** core rulebook for further details), but they also take 2d4 damage each round from the acid the creature exudes.
- **Horror (-1):** anyone who sees a Manneskin must make a successful Spirit (-1) test or roll on the Horror Effects Table (p.181).
- **Immunity:** manneskin are immune to all un-enchanted weapons which do not project fire.
- **Lure:** a manneskin can lure in its prey with a Persuasion roll opposed by the target's Smarts. Do not use this ability when attempting to lure in a player character; it is much better to role-play the encounter.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Pseudopod:** Str+d4, Parry +1, ignores shield bonuses. A manneskin can create any number of pseudopods a round. They each have a Reach of 1, and up to 4 can attack the same target. They gain a gang up bonus if more than one attacks the same target.
- **Seep:** a manneskin can squeeze through any porous material as if it was Difficult Ground.
- **Size +3:** a manneskin appears as a large patch of darkness.

- **Weakness (Fire):** manneskins suffer +4 damage from fire attacks.
- **Weakness (Full Moon):** a manneskin will only hunt on the nights of a full moon.

Mi-Go, Augmented

Recognising that their fragile forms are not suited to the vicissitudes of warfare, the mi-go have often adopted the strategy of puppeteering unwilling victims to achieve their goals. However, this process has proven too slow for some factions of mi-go, leading them to apply their science in other ways. The augment is, at its simplest, a mi-go fused with a mechanical prosthesis, creating a formidable creature with one intent, and one only – combat. Armed with a variety of weapons and armoured with thick shells, augments stride confidently into conflicts that their unmodified brethren would seek to avoid.

Appearance: stalking the battlefields and cities of war-torn Europe on its four reinforced legs, the heavily armed and armoured augmented mi-go is an unnerving site.

Cth

STR 3D6+6 **DEX** 4D6+6 **INT** 2D6+6
CON 3D6+6 **SIZ** 3D6+3 **POW** 2D6+6
EDU n/a **SAN** n/a

Hit Points: 18-21

Damage Bonus: varies; **Move:** 6.

Skills: Grapple 75%, Sneak 55%, Spot Hidden 70%.

Weapons: *Hydrolic Warclaw* 75%, damage 1D8 + db, base range touch. Can also be used to grapple, as per the rules on p.68 of the *Call of Cthulhu, Sixth Edition* rulebook.

Disintegration Ray 65%, damage 2D10, atts 1, base range 20 yds.

Electric Gun 70%, damage 1D6 (see Special Rules), atts 1, base range 10 yds.

Armour: 6 points of a heavy, steel-like casing.

Spells: each augmented mi-go has an INT×2 chance of knowing 1-2 spells of the Keeper's choice (although the armoured carapace can make casting difficult).

Sanity Loss: 0/1D6.

Special Rules: The mi-go's electric gun is a small, handheld device which projects blue electric sparks; the generated current can overwhelm a target's nervous system. On a successful strike, the target must succeed at a CON×5 roll or become stunned. If the victim is stunned, he can only parry or Dodge for the next 1D6 rounds.

Sav

(Independent Race)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8.

Skills: Fighting d8, Healing d8, Knowledge (Human Languages) d8, Notice d6, Shooting d10, Stealth d4.

Pace: 5; **Parry:** 6; **Toughness:** 12 (6).

Special Abilities

- **Armor (+6):** armoured war chassis. Heavy Armour.
- **Disintegration Ray:** (24/48/96, 2d10, AP 12).
- **Electric Gun:** This weapon is a small handheld device which projects blue electric sparks (10/20/40, 2d6). The current can overwhelm a targets nervous system. Victims must make a Vigor roll with the damage rolled as a target number. Failure means they are Shaken with a -2 penalty on the roll. This penalty improves by 1 each round until the target rolls to Unshake.
- **Flight:** mi-go are clumsy flyers in Earth's atmosphere, and have a Pace of 4 and a Climb rate of 1. They suffer a -2 penalty to all Agility rolls when flying.
- **Horror:** Anyone who sees a mi-go must make a successful Spirit roll or roll on the Horror Effects Table (p.181).
- **Hydraulic Warclaws:** Str+d8, AP 6.
- **Immunity (Space travel):** mi-go are immune to the rigours of space travel.
- **Unusual Biology:** mi-go are especially resistant to the trauma of blunt force injury. Any weapons which inflict this type of damage have their damage die reduced by one step.

Servitor of Nyarlathotep

A servitor of Nyarlathotep begins its lifecycle as a space-borne spore which is able to home in on the energy signals caused by intelligent thought. Once a servitor locates a host, it infects it, and slowly starts to take it over at a cellular level. During this period of gestation the host becomes increasingly cold, suffers psychotic episodes, and starts to exhibit enhanced strength. Once the incubation is complete—a process which can take as little as a month—a terrible transformation occurs.

The host's head is destroyed by a single blood-red tentacle which bursts from its neck; the hands become covered in scything blades, and the body swells and becomes covered in thick, calloused skin. The creature retains the memories of its host, but is fully in control and has no shred of humanity or compassion remaining.

A very few servitors are even tougher and stronger specimens. Known as overlords, these terrifying creatures appear to be able to control and direct their lesser brethren. They do not develop the clawed hands and unseeing, thrashing tentacle of "normal" servitors, and are decidedly more cunning. As well as their physical differences, overlords are also capable of producing clouds of spores which serve to daze and confuse their enemies and, in addition, can plant spores in other humans which will later transform them into yet more servitors of Nyarlathotep.

Servitors view the war with disdain; the petty grievances of humans are beneath them as they advance the schemes of their god. However, a small group of overlords have allied with The Black Sun, sensing the potential for sowing discord and chaos amongst the society's membership. Yet servitors can appear anywhere; for instance, there is a very powerful servitor overlord who has wrestled control of the Cult of the Bloody Tongue from the faction's leaders in Kenya.

SERVITOR

Appearance: servitors that reach maturity undetected burst forth from their hosts as a mass of scything claws, spore filled pustules and the single, bloody proboscis that marks their master. Fortunately, the educated investigator can identify the victim of Servitor infection before this fatal endpoint by observing the cold, psychotic changes in behaviour that take place as their humanity is worn away (a successful Psychology roll, ranging from Easy to Difficult depending on how well the investigator knows the victim).

Cth

STR 3D6+6 **DEX** 4D6 **INT** 3D6+6
CON 4D6 **SIZ** 3D6+3 **POW** 3D6
EDU n/a **SAN** n/a

Hit Points: 15-19

Damage Bonus: varies; **Move:** 8.

Weapons: *Scything Claws* 70%, damage 1D8+2+db, base range touch.

Tail Lash 60%, damage 1D6+db, base range touch.

Tentacle Strike 65%, damage 1D8+db, base range touch.

Armour: 2 points due to thick, scaly hide.

Spells: none.

Sanity Loss: 0/1D6+1 points to see a Servitor. 1/1D8 points to witness a Servitor during transformation.

Sav

(Servitor Race)

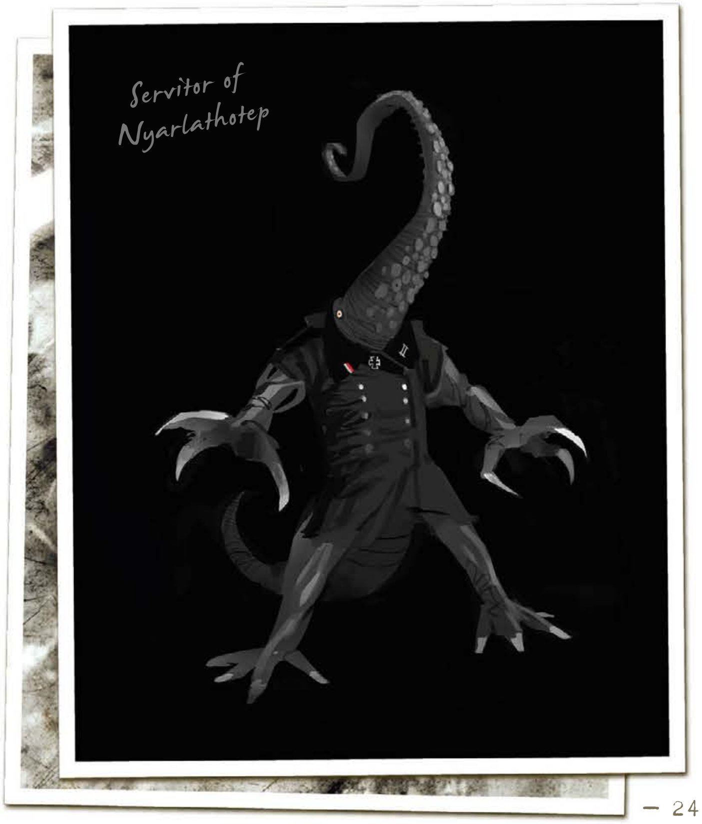
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10.

Skills: Fighting d8, Intimidation d8, Shooting d8.

Pace: 7; **Parry:** 7; **Toughness:** 10 (2).

Special Abilities

- **Armor (+2):** thick, warty skin.
- **Horror:** anyone who sees a servitor of Nyarlathotep must make a successful Spirit test or roll on the Horror Effects Table (p.181).
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Scything Claws:** Str+d8.
- **Size (+1):** a servitor is significantly bigger than a normal human.
- **Sweep:** a servitor can use its claws to attack all within range, but with a -2 to its Fighting roll.
- **Tentacle:** Str+d6, Parry +1, Reach 1, ignores shield bonuses.



SERVITOR OVERLORD

Appearance: unlike a servitor, the overlord does not grow claws, and the tentacle which replaces its human head retains its eyes, although they become reptilian in nature. Its tail is, however, far shorter than that of its otherwise less-developed relation and is, therefore, of much more limited use when it comes to attacking an adversary.

Cth

STR 3D6+10 **DEX** 4D6+6 **INT** 4D6+3
CON 5D6 **SIZ** 3D6+6 **POW** 4D6
EDU n/a **SAN** n/a

Hit Points: 21-24

Damage Bonus: varies; **Move:** 10.

Skills: Command 65%, Cthulhu Mythos 40%, Grapple 70%.

Language Skills: any appropriate EDU×5%.

Weapons: *Tail Lash* 55%, damage 1D4+db, base range touch.

Tentacle Strike 70%, damage 1D8+db, base range touch.

Choking Cloud 70%, damage special (see below), base range 15 yds.

Hypnotic Cloud 60%, damage special (see below), base range 5 yds.

If working with Black Sun:
Black Sun Degen (Melee Weapon—Sword) 60%, damage 1D8+2+db, atts 1, base range touch.

MP40 Maschinenpistole (Submachine gun) 55%, damage 1D10, atts 2 or burst, base range 30 yds.

Armour: 2 points due to thick, scaly hide.

Spells: an overlord knows 1D6 spells of the Keeper's choosing, including Contact Nyarlathotep.

Sanity Loss: 0/1D6 to see a servitor overlord. 1/1D8 points to witness a servitor overlord during transformation.

Special Rules: if caught in a Choking Cloud attack, an investigator is in danger of suffocating. He must succeed at a CON×10 roll in the first round of exposure or he begins to choke, suffering 1D6 points of damage. Even if successful, the investigator must roll again every subsequent round as per the instructions for Suffocation on p.57 of the ***Call of Cthulhu, Sixth Edition*** rulebook until he either flees the area, is rescued, or dies of asphyxiation.

An overlord can create a thick, sweet-smelling spore cloud that confuses anyone caught within it.

Alternatively, instead of producing a Choking Cloud, an overlord can alter the chemical composition of his exudations, creating a thick, sweet smelling, spore cloud that confuses anyone caught within it. All those enveloped by the cloud must succeed at a POW versus POW roll on the Resistance Table on p.55 of the ***Call of Cthulhu, Sixth Edition*** rulebook or fall under the control of the overlord for the remainder of the combat, or one hour (if not in a combat situation).

An overlord can attempt to directly infect a victim with servitor spores. The target must be restrained in some way, or unconscious, as the procedure involves the overlord inserting its tentacle into the victim's throat prior to implantation. Any target attacked in such a way must succeed at a CON roll versus a poison of POT 15 or he will succumb to the infection and transform into a servitor in 1D3 months time.

Sav ***(Servitor Race)***
Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d12+2.

Skills: Fighting d10, Intimidation d10, Knowledge (Mythos) d8, Shooting d8.

Pace: 8; **Parry:** 8; **Toughness:** 13 (2).

Special Abilities
- **Armor (+2):** thick, warty skin.
- **Command:** extras under the overlord's command get +1 to Unshake, and +1 on their Fighting rolls.
- **Choking Cloud:** an overlord can release a cloud of spores which serves to choke attackers and hide the creature. Place a Large Burst Template over the overlord and everyone within it must make an Agility (-2) roll or suffer a level of Fatigue. Furthermore, anyone targeting anything within the cloud does so at a -2 penalty.
- **Horror (-1):** anyone who sees a servitor overlord of Nyarlathotep must make a successful Spirit (-1) test or roll on the Horror Effects Table (p.181).
- **Improved Sweep:** an overlord can use its claws to attack all within range.
- **Infection:** an overlord can implant a spore into a host. The target must be restrained and the overlord has to force its tentacle down the throat of the would-be host. The target gets one chance of resisting the infection and must make a Spirit (-4) roll. If he fails, he will eventually become a servitor of Nyarlathotep. If the host is a Wild Card then he becomes a servitor overlord.
- **Mind Control:** a servitor can project a cloud of spores in a Cone Template which temporarily controls any Extras within it. The servitor makes a Spirit roll opposed by the target's Spirit. If the servitor wins, then the Extra is under his control for the next hour.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Size (+2):** a servitor is significantly bigger than a normal human.
- **Spells:** a servitor knows a number of spells equal to its Smarts die.
- **Tentacle:** Str+d6, Parry +1, Reach 1, ignores shield bonuses.

It's bad enough having to type the names of these things, although I don't doubt they could bag you an amazing score in that Criss-Crosswords game of Professor Deadman's.

– Peggy

CHAPTER 12

Allies and Nemeses

"I like a man who grins when he fights."
- Winston Churchill

This chapter describes a variety of people that the characters could potentially interact with during the course of their adventures. The first part provides you with short biographies of many of the major historical players in the Secret War. Those associated with a particular group or secret society can be found in the relevant group sections in **The Other Secret War**, starting on p.49. Those not mentioned, such as Bernard Montgomery, Erwin Rommel, and Douglas MacArthur, will be dealt with in the relevant ***Achtung! Cthulhu*** supplements for the theatres of war they are most famously associated with.

The second part of this chapter provides statistics for the less luminary, everyday people that the characters are likely to encounter, those who keep the world running back home and who are helping the war effort in their own particular way, no matter what country they are from.

"Fame is morally neutral."
— Edward R. Murrow.

VERY IMPORTANT PEOPLE

Although you might not expect lowly adventurers to be hob-nobbing with the big boys, there is always the chance that they might make a cameo appearance, for example by being present at an important mission briefing, or inspecting troops or facilities. We haven't provided stats for these personalities: given who they are, they can pretty much do whatever you, as the Keeper, need them to.

The Americans

DWIGHT D. EISENHOWER

Dwight David Eisenhower (1890-1969). A graduate of West Point, Eisenhower serves on American soil during World War One, predominantly in a training and organisational role. After the Great War, he specialises in developing tank warfare methods until discouraged from doing so by the top brass, as well as training troops and studying military strategy and tactics. He is put in charge of the War Plans Division after the Japanese attack on Pearl Harbor, and is then sent to London to mastermind Operation Torch. Later he becomes the overall Commander of the Supreme Headquarters Allied Expeditionary Force (SHAEF). His worth as a tactician prevents him from serving in the frontline, and he never actually leads troops into combat himself. Friendly and honest, Eisenhower has the uncanny knack of enabling clashing personalities to work together, a quality that is essential for Allied success.

J. EDGAR HOOVER

John Edgar Hoover (1895-1972). Once in possession of a law degree, Hoover is assigned to the Justice Department's War Emergency Division and its Alien Enemy Bureau. After World War One, he joins the then Bureau of Investigation and begins compiling files on left-wing activists and making life difficult for anyone who crosses him. He is Director of the Bureau when it becomes the FBI in 1935, giving him even greater power. Through him, the Bureau's record keeping and training improves dramatically. Hoover's men are responsible for American counter-espionage efforts, and he resents British interference on American soil in this matter.

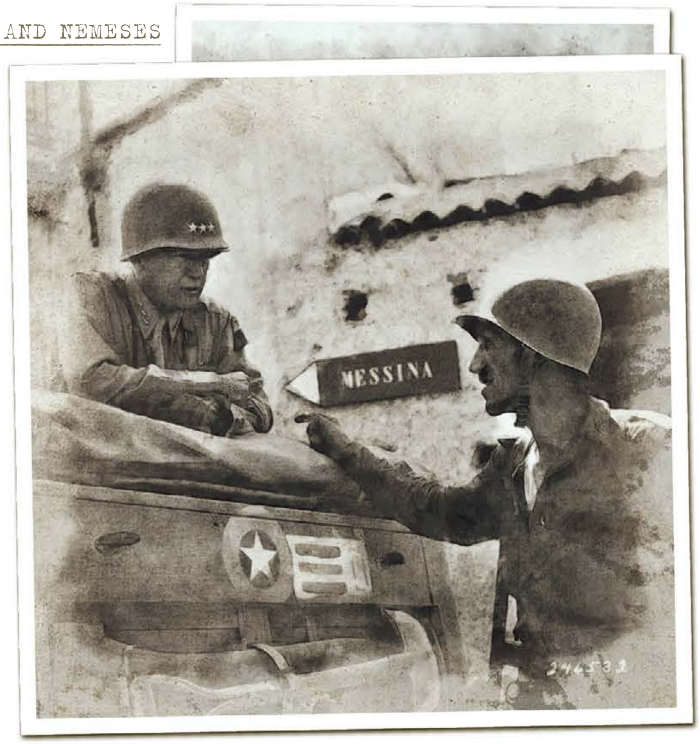


Photo: Unknown – U.S. National Archives and Records Administration – Lieutenant Colonel Lyle Bernard, 30th Infantry Regiment and Lieutenant General George S.Patton – Public Domain image.

GEORGE PATTON

George Smith Patton, Jr. (1885-1945). An Olympic athlete and early member of the US Tank Corps, Patton sees service in World War One. After the war he, like his one-time assistant Eisenhower, develops new methods of armoured warfare. He leads the Seventh Army during the invasion of Sicily, but disgraces himself by slapping two shell-shocked soldiers under his command. Reassigned to the Third Army, he leads his troops onto the Normandy beaches, even though the German High Command thinks he is in England preparing a much larger invasion force for an attack on the Pas de Calais. His larger than life personality, political ineptitude, and ruthlessness leave public opinion divided.

FDR

Franklin Delano Roosevelt (1882-1945). Architect of America's New Deal, Roosevelt relishes a good fight. His own battle to recover from polio is indicative of his determination to overcome any obstacle with a mixture of optimism, cheerfulness, and down-right stubbornness. Married to the equally determined and spirited Eleanor, FDR manages the difficult task of supporting his political friends whilst maintaining a mask of neutrality until the Japanese bring America fully into the war. A shrewd political animal like his friend Churchill, he wisely allows his generals to dictate military strategy on the ground whilst inspiring his citizens to support the conflicts in Europe and the Pacific.

The British

WINSTON CHURCHILL

Winston Leonard Spencer-Churchill (1874-1965). The son of an English Lord and an American heiress, Churchill is an instantly recognisable figure with his bow-tie, cigar, and occasional Tommy gun. Educated at Harrow and Sandhurst, he serves as a cavalry officer in various campaigns across the world, at the same time acting as a roving war correspondent. His escape from a Boer prisoner of war camp firmly establishes him in the public eye, and he is elected as a Member of Parliament (MP) at the tender age of twenty-five. A prolific writer and painter, Churchill's indefatigable personality helps to bolster British morale at its darkest hour. Whilst not always the best military strategist, he is a master of the political arena.

DR. HUGH DALTON

Edward Hugh John Neale Dalton (1887-1962). The son of Queen Victoria's chaplain, Dalton is educated at Eton and Cambridge University before studying at the prestigious London School of Economics (LSE). After a stint in the armed forces during World War One, he returns to the LSE as a lecturer and gains his PhD. He becomes a Labour politician in the mid-20s, and Churchill asks him to join his coalition government in 1940 as Minister of Economic Warfare. Whilst in post, he sets up the Special Operations Executive (SOE) and sits on the committee of the Political Warfare Executive (PWE). He is frequently at odds with Duff Cooper, Minister of Information, as to who is running Britain's propaganda show, up until Brendan Bracken takes over Cooper's job in 1941.

SIR HUGH DOWDING

Hugh Caswall Tremenheere Dowding (1882-1970). Having first served as an artilleryman, Dowding learns to fly and, on the eve of World War One, joins the fledgling Royal Flying Corps. After a blazing row with a senior officer over the treatment of pilots, he is sent back to Britain to sit out the rest of the war. He becomes a member of the Royal Air Force upon its establishment, moving up to become the head of Fighter Command and developing an integrated air defence plan. Even though due to retire, "Stuffy" (as he is known by his men) stays in post to see the RAF through the Battle of Britain. He retires instead in 1942 under something of a cloud, and develops a deep interest in spiritualism, a subject on which he frequently writes and speaks.

LORD LOUIS MOUNTBATTEN

Louis Francis Albert Victor Nicholas George Mountbatten (1900-1979). Queen Victoria's great grandson graduates from the Royal Naval College and becomes a career naval officer, seeing service in both World Wars. Deeply interested in technology and gadgets, he also serves for a time as a wireless officer. His exploits onboard his ship, HMS *Kelly*, are the inspiration for Noel Coward's film *In Which We Serve*. Involved in planning many commando raids, including the disastrous assault on Dieppe, Mountbatten is also a strong supporter of the Pykrete ship initiative. Later in the war, Mountbatten is transferred to the Pacific theatre to oversee the recapture of Burma.

The French

ÉDOUARD DALADIER

Édouard Daladier (1884-1970). Daladier works his way up the French political ladder and serves three times as the Prime Minister of France, his last term ending just before the German invasion. Pro-natalist and anti-Communist, he is complicit in the capitulation to Adolf Hitler at Munich in 1938, all the while negotiating with America on the purchase of aircraft in readiness for war. He resigns over Finland's war with Russia, though he remains as Minister of Defence. He flees to Morocco after the German invasion, but is arrested by the Vichy government and tried for treason at the Riom Trial. He spends the rest of the war in a variety of French and German prisons and prison camps.

CHARLES DE GAULLE

Charles André Joseph Marie de Gaulle (1890-1970). From a literary family with ties to the nobility, de Gaulle develops an interest in military history at a young age. Graduating from the military academy of Saint Cyr, he joins a unit commanded by Philippe Pétain. Cited for bravery during World War One, de Gaulle has several close shaves with death during the conflict before becoming a prisoner of war. After the war, he teaches at the *École Militaire* in Paris. His military career stalls due to disagreements with his superiors and, after serving briefly as the Under Secretary of State for National Defence and War, he flees to England upon the Fall of France. He becomes the leader of the Free French Forces and, with time, the effective head of the French government in exile.

Photo: Unknown — Admiral Wilhelm Canaris, 1940 — Bundesarchiv, Bild 146-1979-013-43 / CC-BY-SA.

"MAX" MOULIN

Jean "Max" Moulin (1899-1943). Whilst working in local politics, Moulin trains as a lawyer. Climbing the political ladder, he becomes the Prefect of various regions, and is arrested by the Germans after the invasion for refusing to follow their instructions. He is later dismissed from his post by the Vichy government for insubordination. Escaping to London in 1941, he makes contact with Charles de Gaulle, who gives him the task of uniting the various splintered French Resistance groups. Returning to France, he manages to achieve this difficult task shortly before being arrested by the *Gestapo*. He dies on a train bound for Germany, taking his secrets to the grave.

PHILIPPE PÉTAIN

Henri Philippe Benoni Omer Joseph Pétain (1856-1951). A national hero for his actions at the Battle of Verdun and Marshal of France, Pétain is appointed Prime Minister after Paul Reynaud's resignation and leads the request for an armistice with Germany. The Lion of Verdun's collaborationist government moves from Paris to the spa town of Vichy, with Pétain achieving total power as the official Head of State after abolishing the Third Republic. Using his powers, he imposes censorship of the press and bans freedom of expression, as well as implementing German anti-Semitic policies. With the total occupation of France, he becomes little more than a highly popular figurehead. After the country's liberation, Pétain's government sets itself up in exile, although he refuses to take part.

PAUL REYNAUD

Paul Reynaud (1878-1966). A graduate of the prestigious Sorbonne, Reynaud, like many of his contemporaries, studies law before moving into politics. A strong supporter of both de Gaulle and Churchill, he argues fervently against Germany's rearmament and land-grabbing, but to little avail. He acts as Minister of Finance under Daladier, where he improves the country's economy and industrial production. Named as Daladier's replacement as Prime Minister, he serves only briefly, resigning after the government refuses to accept a British-French Union. Injured in a car crash, Pétain has him arrested upon his release from hospital and hands him over to the Germans. Reynaud remains in German custody for the rest of the conflict.

The Germans

WILHELM CANARIS

Wilhelm Franz Canaris (1887-1945). Joining the German Imperial Navy at a young age, Canaris sees action during World War One, and escapes from detention in Chile after his ship is captured by the British Navy. A fluent Spanish speaker, he is sent to Spain to spy for his country, survives a British assassination attempt, and returns to the Navy to command a U-boat, all before the Armistice is signed. He remains in the Navy after the war and develops his espionage career, taking control of the *Abwehr* after Hitler's rise to power. Although he initially supports the *Führer*, he soon begins to work covertly against him, and is quite probably passing information to SIS, as well as turning a blind eye to British deception operations.

HERMANN GÖRING

Hermann Wilhelm Göring (1893-1946). A keen mountain climber and student of Teutonic legends in his youth, Göring spends the early days of World War One in hospital with rheumatism before unofficially transferring himself to the *Luftstreitkräfte*, where he becomes renowned as an air ace, although not necessarily a popular one. Working in aviation in a variety of countries after the war, he is an early member of the NSDAP, and commands the *Sturmabteilung* (SA) for a while. Injured in the failed Munich Putsch, he becomes addicted to morphine and gradually more and more obese. He rises to prominence as the NSDAP gains power and is placed in charge of the *Luftwaffe*. Following his disgrace for failing to destroy the RAF, amongst other gaffes, he becomes increasingly sidelined and mistrusted. He takes to lining his own pockets and living a life of luxury, much to the consternation of the German people.

DR. JOSEF GOEBBELS

Paul Josef Goebbels (1897-1945). Known as the "poison dwarf" by his arch-rival Göring, the former journalist and bank clerk is also an early member of the NSDAP. Prevented from serving in World War One by his club foot, and frustrated by his lack of success as an author, he is a very bitter man. Hitler spots his talent for rhetoric early in their association, and makes him *Gauleiter* of Berlin. His specialism is propaganda in all its forms, and he has total control over the media, arts, information, and education in Germany. He is a skilled and manipulative orator and stage-manager, a notorious womaniser, and a vicious anti-Semite.

RUDOLF HESS

Rudolf Walter Richard Hess (1894-1987). Deputy *Führer* to his friend and fellow Putsch prisoner Adolf Hitler, Hess is a student of geopolitician and occultist Karl Haushofer (see the upcoming *Achtung! Cthulhu: Shadows of Atlantis* for further details). He is also a member of the Thule Society (see p.79) and shows a keen interest in astrology and the mystical arts. His position at Hitler's side usurped by Martin Boormann, and increasingly suffering from hypochondria and paranoia, Hess develops a radical plan to seek peace terms with the British by flying solo to Scotland without Hitler's knowledge. He is declared a madman and a puppet of malign forces by the Party for his efforts.

HEINRICH HIMMLER

Heinrich Luitpold Himmler (1900-1945). Godson to a Prince of the Bavarian Royal Family, after whom he is named, Himmler's regal connections enable him to enter officer training, although the Great War is over before he can graduate. A sickly child, his health remains poor for the rest of his life. Whilst at University he joins the League of Apollo, and becomes increasingly anti-Semitic before graduating with a diploma in agriculture. His participation in the Munich Putsch costs him his job but strengthens his ties to the NSDAP. As his involvement with the Party grows, so does his interest in mysticism and the occult, leading to the foundation of the *Ahnenerbe*. He is in total command of the various German police forces, and is a major force behind the Holocaust.

ADOLF HITLER

Adolf Hitler (1889-1945). A casual labourer and watercolour painter living in poverty in Vienna prior to World War One, Hitler serves as a despatch runner for the Army during the conflict and receives the Iron Cross. A firm believer in the "stab in the back" myth, his nationalism begins to take on darker overtones once the war is over. He is heavily influenced by Dietrich Eckart, a member of the Thule Society, and becomes an adept public speaker after joining the NSDAP. He is imprisoned as a result of the failed Munich Beer Hall Putsch (see p.5 for further details), and writes *Mein Kampf*, setting out his racist, anti-Semitic political vision. Through intimidation, fear, cheating, and mesmeric charisma, he rises to the position of *Führer*, the supreme leader of Germany.

THE MAN IN THE STREET

Below are descriptions and statistics for a variety of people that the characters could run into, or need to speak with, during the course of their investigations. They have been separated by country, although several, such as the Factory Worker (p.257), could just as easily be found elsewhere.

United Kingdom

ARP (AIR RAID PRECAUTION) WARDEN, AGE 35

"Put that bloody light out! Don't you know there's a war on?!"

Wearing their familiar overalls, armband, and black steel helmet emblazoned with a white W, the men and women of the ARP are responsible for distribution of gas masks, pre-fabricated air raid shelters, the upkeep of public shelters, and maintaining the blackout. As the Blitz rains destruction down upon the streets of London, their job extends to the grimmer tasks of rescuing casualties, searching for the dead, and attempting to help extinguish the incendiary bombs that put the city to the torch.

Initially only men over the age of thirty are appointed but, as the war progresses, both men and women of all ages join their ranks, even in some instances boys in their teens. Though they have no power of arrest, the ARP Wardens still possess authority as everyone knows the dangers they face on a nightly basis and the vital job they do for the war effort.

Cth

STR 11 **DEX** 12 **INT** 13 **CON** 12
SIZ 13 **APP** 12 **POW** 12 **EDU** 11
SAN 60 **Hit Points:** 13

Damage Bonus: none.

Skills: Bargain 25%, Drive Automobile 40%, Fast Talk 20%, First Aid 50%, Listen 50%, Mechanical Repair 30%, Persuade 35%, Spot Hidden 50%.

Language Skills: English (Own) 55%.

Weapons: *Fist/Punch* 50%, damage 1D3, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Drive d6, Fighting d6, Healing d6, Intimidation d6, Notice d6, Persuasion d6, Repair d6, Taunt d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Mean.

Edges: Strong Willed.

Gear: *ARP Helmet* (+2, head only), whistle.

AUXILIARY TERRITORIAL SERVICE VOLUNTEER, AGE 24

"I know the war is a terrible thing, but if it weren't for that Hitler I would still be working as a clerk in that awful insurance firm. Now here I am, every night manning a searchlight and hunting for the Luftwaffe*. I know it's naughty to say so but it's the most fun I've had in years!"*

Alongside the women of the Royal Navy's Wrens and the Women's Auxiliary Air Force, many young women choose to join the Armed Forces as clerks, typists, radio operators, and even anti-aircraft crew (though typically they are permitted to aim but not fire the weapon). The war has presented these women with an opportunity to take

Photo: Unknown – U.S. National Archives and Records Administration - War Correspondents and personnel of the Office of Strategic Services, 1944 - NWDNS-336-H-17(E8671) - Public Domain image.

on roles traditionally reserved for men only, but with the mass mobilisation of the populace in Britain, every pair of hands is put to good use.

Cth

STR 9	**DEX** 13	**INT** 14	**CON** 10
SIZ 10	**APP** 15	**POW** 12	**EDU** 11
SAN 60	**Hit Points:** 10		

Damage Bonus: none.

Skills: Bargain 25%, Drive Automobile 50%, First Aid 30%, Mechanical Repair 20%, Navigate 10%, Operate Heavy Machine 30%, Persuade 20%, Electrical Repair 20%, Radio Operator 40%.

Language Skills: English (Own) 55%.

Weapons: *Webley No.1 Mk.VI Revolver* (Handgun) 40%, damage 1D10+2, atts 1, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d4, Knowledge (Communications) d6, Persuade d6, Repair d4, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 5.

Hindrances: Outsider (Doing a man's job).

Edges: Attractive.

Gear: *Webley No.1 Mk.VI Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

LOCAL DEFENCE VOLUNTEER (HOME GUARD), AGE 55

"Who do you think you are kidding, Mister Hitler, if you think old England's done?"

The men of the LDV are Britain's volunteer defence force, comprised of over 1.5 million local men ineligible for military service, mostly due to their age hence the affectionate nickname "Dad's Army". During the early years of the war, with the prospect of invasion a very real threat, the LDV is created to patrol coastal areas, maintain guard on important facilities and, in the event of an invasion, join the defence of the country against the Nazis.

Initially the LDV are badly-equipped, with many forced to field their own armaments, resulting in some forces wielding a combination of shotguns, swords, and even pitchforks. As the war progresses, a concerted effort is made to standardise their weapons, with the United States National Rifle Association conducting a drive to collect privately donated rifles to ship across the Atlantic. By 1943 the Home Guard (as they are now known) is properly trained and equipped though, with the fear of invasion gone, many are transferred to man anti-aircraft defences.

Cth

STR 11	**DEX** 11	**INT** 12	**CON** 11
SIZ 12	**APP** 11	**POW** 12	**EDU** 14
SAN 60	**Hit Points:** 12		

Damage Bonus: none.

Skills: Craft (reflecting full-time profession) 50%, Dodge 30%, Drive Automobile 40%, First Aid 40%, Heavy Weapons (Light Anti-Aircraft) 40%, Hide 30%, Listen 35%, Mechanical Repair 25%, Sneak 35%.

Language Skills: English (Own) 70%.

Weapons: *Webley No.1 Mk.VI Revolver* (Handgun) 40%, damage 1D10+2, atts 1, base range 15 yds.

M1917 Enfield (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4.

Skills: Fighting d4, Driving d6, Healing d6, Repair d6, Shooting d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 4; **Sanity:** 5.

Hindrances: Bad Eyes, Elderly.

Edges: none.

Gear: *Webley No.1 Mk.VI Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver), *M1917 Enfield* (24/48/96, 2d8, RoF 1, Shots 5, AP 1, Snapfire).

LOCAL SQUIRE, AGE 64

"I fought the Bosch the last time they caused trouble. Wish I could give them a bloody good thrashing again now. Still, I'm doing my bit for the war. I've got a company of GIs billeted at the manor. Damn, shouldn't really be telling you that should I? Careless talk, and all that."

Despite his advanced years, the owner of the local manor is still contributing to the war effort. Patriotic to the core, he has opened up the estate, taking in evacuee children and, later in the war, providing a billet for American troops as they prepare for the second front. Self-important and slightly pompous he may be, but his services are invaluable as he manages the distribution of rations, coordinates air raid drills, and even pays for a new fire engine for the village out of his own pocket. Before the war, he had little to occupy his time, but the conflict has given him a new lease of life and he intends to make the most of it.

Cth

STR 10	**DEX** 11	**INT** 14	**CON** 12
SIZ 16	**APP** 12	**POW** 14	**EDU** 17
SAN 70	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Accounting 30%, Credit Rating 55%, Drive Automobile 55%, History (Local) 60%, Law 30%, Library Use 45%, Navigate 30%, Persuade 45%, Ride 50%, Spot Hidden 30%.

Language Skills: English (Own) 85%.

Weapons: *Walking Cane* (Melee Weapon—Club) 45%, damage 1D8+1D4, atts 1 base range touch.

Purdey Double-Barrel (Shotgun) 45%,
damage 4D6/2D6/1D6, atts 1 or 2, base range 10/20/50 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4.

Skills: Driving d8, Fighting d6, Investigation d8, Knowledge (History) d8, Knowledge (Law) d6, Knowledge (Navigation) d6, Notice d6, Persuasion d6, Riding d6, Shooting d6.

Charisma: +0; **Pace:** 3; **Parry:** 5; **Toughness:** 4; **Sanity:** 6.

Hindrances: Arrogant, Code of Honour, Elderly, Lame.

Edges: Command, Fervor, Noble.

Gear: *Walking Cane* (Str+d4), *Purdey Double-Barrel Shotgun* (12/24/48, 1-3d6, RoF 1 or 2, Shots 2, see ***Savage Worlds*** **Chapter 2: Gear** for further details).

POLICE CONSTABLE, AGE 32

"Come along now Sir, there's no need to cause a scene, there's a good gentleman."

A familiar sight walking his beat on the streets of England, the traditional British Bobby holds a special place in the hearts of the local community. He makes it his business to know everybody on his patch, and takes great care to build a close relationship with the local people, preferring to resolve disputes through dialogue rather than arrest. Wearing his traditional "custodian" helmet, complete with the Brunswick star badge bearing the reigning monarch's crown, the police constable is usually armed only with his trusty truncheon, which he is permitted to use only for self-defence. During the war, concerned over fears of enemy attack and sabotage, police officers are armed with the unreliable Ross rifle or, when required, the Webley revolver, though only under exceptional circumstances.

Cth
STR 13 **DEX** 12 **INT** 13 **CON** 15
SIZ 16 **APP** 12 **POW** 13 **EDU** 13
SAN 65 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Dodge 40%, Drive Automobile 60% (replace with Ride for Mounted Police), Fast Talk 30%, First Aid 60%, Grapple 50%, Law 60%, Psychology 45%, Spot Hidden 65%.

Language Skills: English (Own) 65%.

Weapons: *Truncheon* (Melee Weapon—Club) 60%, damage 1D6+1D4, atts 1, base range touch.

Webley No.1 Mk.VI Revolver (Handgun) 40%,
damage 1D10+2, atts 1, base range 15 yds.

Lee Enfield No.1 Mk.III (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Healing d8, Knowledge (Law) d8, Knowledge (Psychology) d6, Notice d8, Persuasion d6, Shooting d6, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1); **Sanity:** 6.

Hindrances: Curious, Vow (Uphold the law).

Edges: Connections (Police colleagues).

Gear: *Custodian Helmet* (+2 head only), *Greatcoat* (+1), *Truncheon* (Str+d6), *Webley No.1 Mk.VI Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver), *Lee Enfield No.1 Mk.III* (24/48/96, 2d8, RoF 1, Shots 10, AP 1, Snapfire), whistle.

POSTMISTRESS, AGE 61

"That Professor Doherty's a strange one. Ever since he moved into Brichester Hall, I've been getting the queerest parcels to keep for him. How can one man read so many books? Why they're not even new, all musty and old and smelling of Lord knows what! Now those Yanks at the base, they're a different story. All please and thank you ma'am, and let me help you with those parcels ma'am. If I were younger…"

Like the local Bobby, the postmistress is a pivotal soul at the heart of village life. With so many men now conscripted into the Armed Forces, she has stepped up to do her bit for the war effort and ensure that the postal and telephone services keep running, no matter what the Germans throw at the country. In the smaller villages, the post office is also the village shop and the telephone exchange, so you can guarantee that if something untoward is going on, the postmistress will be the first to hear about it (though she should really stop earwigging on those telephone calls).

Cth
STR 11 **DEX** 12 **INT** 13 **CON** 12
SIZ 11 **APP** 12 **POW** 12 **EDU** 11
SAN 60 **Hit Points:** 12

Damage Bonus: none.

Skills: Bargain 25%, Electrical Repair 15%, Fast Talk 25%, Library Use 45%, Listen 60%, Persuade 35%, Spot Hidden 55%, Telephony 60%.

Language Skills: English (Own) 55%.

Weapons: *Fist/Punch* 40%, damage 1D3, atts 1, base range touch.

Hatchet (Melee Weapon—Axe) 40%, damage 1D6+1, atts 1, base range touch.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d6, Knowledge (Communications) d8, Notice d6, Persuasion d6, Repair d4.

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Habit (Gossip).

Edges: none.

Gear: *Hatchet* (Str+d6).

The Special Branch represents the intelligence arm of the British Police.

ROYAL NATIONAL LIFEBOAT INSTITUTION VOLUNTEER (COASTGUARD), AGE 46

"When we pulled that Jerry sailor out of the Channel he'd only been adrift for two hours, but he looked like he'd been at the bottom for a month. I don't care what the Admiralty says sank his E-Boat, but it weren't no depth charge. Depth charges don't leave tears in steel like that"

The brave men of the RNLI, volunteers all and ineligible for conscription due to their age, continue the perilous task of patrolling the coasts of the British Isles and risking their own lives to save others from the sea. With the increase in German U-boat activity, they face constant danger as they brave the cruel seas searching for survivors from the thousands of merchant ships that fall victim to the wolf packs. During the Dunkirk evacuation, RNLI crews work tirelessly in their lifeboats to ferry tired and terrified soldiers from the beaches. Most of these volunteers are fishermen by trade, and know their stretch of coast better than any Navy man could ever hope to.

Cth
STR 14 **DEX** 14 **INT** 12 **CON** 15
SIZ 14 **APP** 11 **POW** 13 **EDU** 10
SAN 65 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Astronomy 15%, Climb 60%, Dodge 45%, First Aid 35%, Jump 40%, Listen 40%, Mechanical Repair 30%, Navigate 60%, Operate Heavy Machine 30%, Pilot (Boat) 60%, Spot Hidden 55%, Swim 70%, Throw 45%.

Language Skills: English (Own) 50%.

Weapons: *Boat Hook* (Melee Weapon—Spear) 55%, damage 1D6+1D4, atts 1, base range touch.

Boat Oar (Melee Weapon—Club) 40%, damage 1D8+1D4, atts 1, base range touch.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Boating d8, Climb d8, Fighting d6, Healing d6, Knowledge (Navigation) d8, Notice d6, Repair d6, Swimming d10, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Ugly (Weathered and grizzled).

Edges: Steady Hands.

Gear: *Boat Hook* (Str+d6, -1 to attack), *Boat Oar* (Str+d8, 2 hands, -1 to attack).

SPECIAL BRANCH / CID DETECTIVE, AGE 40

"Special Branch! You're nicked, sunshine!"

The plain-clothed detectives of the Criminal Investigation Department are responsible for investigating major crimes such as rape, murder, fraud, and any other criminal offences requiring detailed detection. Having served a minimum of two years as uniformed officers, they receive additional training before reaching the rank of Detective Constable.

The Special Branch represents the intelligence arm of the British Police Constabularies, with training similar to that of their CID colleagues but focused on matters of national security and counter-espionage. Due to the nature of their work, they regularly cooperate with counter-intelligence operations conducted by MI5, and will always accompany their operatives to provide powers of arrest and detention.

While all British Constabularies maintain a CID and Special Branch division, London's Metropolitan Police Service also maintain a special unit officially named the Mobile Patrol Experiment, with responsibility for the investigation of serious armed crime across all of London's Metropolitan divisions. These hard talking and hard fighting men become known as the Flying Squad, or by their Cockney rhyming slang sobriquet "The Sweeney" (Sweeney Todd/Flying Squad).

Cth
STR 13 **DEX** 14 **INT** 15 **CON** 15
SIZ 16 **APP** 12 **POW** 13 **EDU** 13
SAN 65 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Bargain 55%, Dodge 40%, Drive Automobile 60%, Fast Talk 40%, Law 70%, Listen 50%, Persuade 50%, Psychology 55%, Spot Hidden 70%.

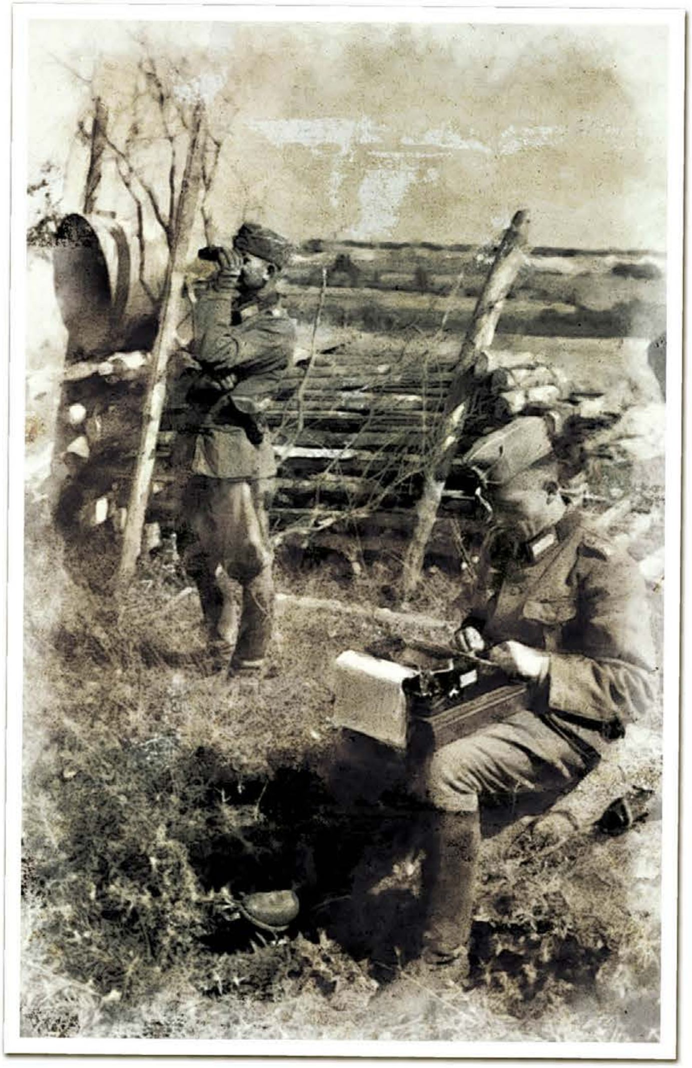


Photo: Georg Schmidt – German War correspondent in Russia, 1941 – Bundesarchiv, Bild 101I-010-0910-010 / Schmidt, Georg / CC-BY-SA.

Language Skills: English (Own) 65%.

Weapons: *Truncheon* (Melee Weapon—Club) 60%, damage 1D6+1D4, atts 1, base range touch.

Webley No.1 Mk.VI Revolver (Handgun) 40%, damage 1D10+2, atts 1, base range 15 yds.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10.

Skills: Fighting d8, Driving d8, Intimidation d8, Knowledge (Law) d10, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Shooting d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Loyal, Mean, Vow (Uphold the law).

Edges: Connections (Police colleagues).

Gear: *Truncheon* (Str+d6), *Webley No.1 Mk.VI Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

SPIV/BLACK MARKETEER, AGE 37

"Come on then Ladies, I've got chocolate, nylons, butter, even some bananas straight off the boat at Southampton. Don't you worry about that ration card, luv, I'll sort you out."

The war, and particularly the Blitz, has been a godsend for the criminal classes of Britain. With so many men away fighting, and the police stretched thin coping with the constant demands of maintaining public safety, these nefarious characters have come into their own and made the black market for even the most basic goods flourish. The anonymity of the blackout combined with the stringent rationing of all goods has provided them with lucrative new markets. Selling their wares by day, they restock from the country's warehouses and docks at night, often dressing as ARP Wardens and, claiming a building is bomb damaged, will clear it out, sometimes with the help of unwitting passers-by.

Cth

STR 13	**DEX** 13	**INT** 14	**CON** 14
SIZ 12	**APP** 11	**POW** 12	**EDU** 08
SAN 60	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Bargain 45%, Conceal 40%, Dodge 40%, Drive Automobile 50%, Fast Talk 45%, Hide 35%, Locksmith 40%, Persuade 35%, Sneak 35%, Spot Hidden 45%.

Language Skills: English (Own) 40%.

Weapons: *Knife* 45%, damage 1D4+2+1D4, atts 1, base range touch.

Sap/Blackjack (Melee Weapon—Club) 40%, damage 1D8+1D4, atts 1, base range touch.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Driving d6, Fighting d6, Lockpicking d6, Notice d6, Persuasion d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Greedy, Wanted.

Edges: Connections, Rich (in black market goods), Scavenger, Scrounger.

Gear: *Knife* (Str+d4), *Sap/Blackjack* (Str+d4, +2 extra damage when attacker has the drop).

WAR CORRESPONDENT, AGE 34

"Hey pal, what's the story? The folks back in New York wanna hear how you're sticking it to the Krauts, and I aim to make sure they hear it from me first."

Despite having to wage his own personal war against the bureaucracy and red tape of the war censors at the Ministry of Information, the war correspondent is always ready to leap upon any opportunity for a scoop to splash across the front page on both sides of the Atlantic. Often working alongside troops in the field, he is constantly looking for an angle and is prepared to put his own life at risk to get the story.

Many of these writers and photographers find themselves on the frontline and, in some cases, beyond it. The writer Ernest Hemingway attaches himself to the 22nd Infantry Regiment and, according to some legends, personally liberates the Paris Ritz ahead of the main Allied armies (though one should always be careful not to believe everything a war journalist says).

Cth

STR 11	DEX 13	INT 16	CON 12
SIZ 13	APP 12	POW 15	EDU 15
SAN 75	**Hit Points:** 13		

Damage Bonus: none.

Skills: Anthropology 20%, Bargain 55%, Chemistry 20%, Conceal 30%, Credit Rating 40%, Disguise 20%, Drive Automobile 40%, Fast Talk 50%, Hide 30%, Library Use 45%, Listen 40%, Persuade 45%, Photography 60%, Psychology 30%, Sneak 30%, Spot Hidden 50%.

Language Skills: English (Own) 75%.

Weapons: *Colt M1911 Pistol* (Handgun) 40%, damage 1D10+2, atts 1, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Driving d6, Investigation d6, Fighting d6, Knowledge (Chemistry) d4, Knowledge (Photography) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Big Mouth, Curious, Habit (Alcoholic).

Edges: Alertness, Brave, Connections, Dig In, Dodge, Liquid Courage.

Gear: *Colt M1911 Pistol* (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto), notebook, camera, film.

Occupied Europe

GENDARME / *POLICEMAN, AGE 43*

"What can I say? It doesn't matter who runs the country, law and order must be preserved, no? I have looked after the people of this village for twenty years and no German is going to stop me."

The Germans, despite their apparent invincibility, only have finite resources and with the war expanding across the continent they cannot hope to police their newly conquered territories alone. Employing the existing police and *gendarmerie* is their only option, though under the watchful eye of their own military authority. Some call him a collaborator, but he can live with that as his concern is for the people of his town or village, whom he hopes to protect from reprisals should the Resistance strike again. Caught between his duty to report wrongdoing and arrest criminals, and his patriotism, he may turn a blind eye to some Resistance activities as long as they don't endanger his people.

Cth

STR 13	DEX 12	INT 13	CON 15
SIZ 15	APP 12	POW 13	EDU 13
SAN 65	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Dodge 40%, Drive Automobile 60%, Fast Talk 30%, First Aid 60%, Grapple 50%, Law 60%, Psychology 45%, Spot Hidden 65%.

Language Skills: any appropriate 65%.

Weapons: *Baton* (Melee Weapon—Club) 60%, damage 1D6+1D4, atts 1, base range touch.

MAB Model D Pistol (Handgun) 50%, damage 1D8, atts 3, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d10.

Skills: Fighting d8, Driving d8, Knowledge (Law) d8, Knowledge (Psychology) d6, Notice d8, Persuasion d6, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Loyal, Vow (Uphold the law).

Edges: Connections (Police colleagues).

Gear: *Baton* (Str+d6), *MAB Model D Pistol* (12/24/48, 2d6+1, RoF 1, Shots 9, Semi-Auto).

PARTISAN / GUERRILLA FIGHTER, AGE 38

"I slit the throat of the last man to betray us. What makes you think I will be kinder to you if you cross me?"

Like their brothers and sisters in the towns, the partisan fighters wage war against the occupiers from the forests and mountains of their country. Relying on local towns and villages for supplies, they evade the Germans through their knowledge of the secret passes and trails that criss-cross the country. Seasoned fighters, many saw action in the Spanish Civil War, and many have been fighting the fascists for longer than they can remember. Despite their common enemy, their old political and personal grudges are never far from the surface, ready to boil over into violence should their honour be slighted.

Cth

STR 17	DEX 13	INT 11	CON 15
SIZ 16	APP 12	POW 12	EDU 09
SAN 60	**Hit Points:** 15		

Damage Bonus: +1D6.

Skills: Climb 55%, Conceal 45%, Dodge 30%, Drive Automobile 30%, First Aid 45%, Hide 20%, Listen 40%, Navigate 45%, Ride 40%, Sneak 40%, Spot Hidden 50%, Throw 45%, Track 40%.

Language Skills: any appropriate 45%.

Weapons: *Knife* 45%, damage 1D4+2+1D4, atts 1, base range touch.

MP40 Maschinenpistole (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Lee Enfield No.1 Mk.III (Rifle) 50% damage 2D6+4, atts 1/2, base range 110 yds.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8.

Skills: Climbing d8, Driving d6, Fighting d8, Healing d6, Knowledge (Navigation) d6, Notice d6, Shooting d6, Stealth d6, Survival d8, Throwing d6, Tracking d6.

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Loyal.

Edges: Brave, Danger Sense.

Gear: *Knife* (Str+d4), *MP40 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto), *Lee Enfield No.1 Mk.III* (24/48/96, 2d8, RoF 1, Shots 10, AP 1, Snapfire).

Photo: Unknown - French resistance fighter René Dalmon - Creative Commons Attribution-Share Alike 3.0 Unported, 2.5 Generic, 2.0 Generic, 1.0 Generic license.

REFUGEE, AGE 58

"Hope? What hope? We have lost everything: our home, our sons, and our pride. Now we flee for our lives and just try… quickly, get off the road, the Stukas are coming!"

A common sight throughout the war, the endless columns of refugees fleeing the advancing German forces demonstrate the miserable price that so many are forced to pay by the conflict. Abandoning their homes, they have packed all that they can carry, sometimes onto wagons, often just into suitcases and are now running for their lives, though they have no idea where to. The old and the infirm limping alongside while children scream in terror, they shuffle along the roads like zombies. At the first sound of the shrill sirens of the *Stuka* dive-bombers they scatter into the fields, desperate to find protection from the rain of death unleashed upon them. Though forlorn and lost, they have seen much in their weary flight and may provide valuable intelligence in return for a crust of bread to feed their terrified children.

STR 12	**DEX** 11	**INT** 12	**CON** 10
SIZ 13	**APP** 08	**POW** 09	**EDU** 10
SAN 45	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Bargain 25%, Conceal 25%, Hide 30%, Listen 40%, Persuade 30%, Sneak 30%, Spot Hidden 45%.

Language Skills: any appropriate 60%.

Weapons: *Butcher's Knife* 35% damage 1D6, atts 1, base range touch.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Persuasion d6, Notice d6, Stealth d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Anemic, Outsider, Poverty.

Edges: none.

Gear: *Butcher's Knife* (Str+d4).

RESISTANCE FIGHTER, AGE 26

"'Allo London, this is Nightingale calling, come in London, over."

Their country overrun by the Nazi war machine, their national pride in tatters, the men and women of the Resistance do the only thing they can: they fight. Under constant threat of discovery and execution at the hands of the sadistic SD and *Gestapo*, they put their lives on the line every day collecting intelligence on German troop movements to pass back to their controllers in London, while at night they build crude explosive devices to jam under railway tracks in the hope of disrupting the German supply lines. Radios hidden in attics and behind cupboards, they transmit in the early hours but only for short bursts, ever fearful of the German radio direction finders and the dreaded late-night knock at the door.

Cth

STR 13 DEX 13 INT 14 CON 14
SIZ 13 APP 12 POW 14 EDU 12
SAN 70 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Bargain 20%, Climb 60%, Conceal 45%, Cryptography 30% , Demolitions 40%, Dodge 45%, Fast Talk 40%, Hide 35%, Listen 30%, Locksmith 35%, Persuade 20%, Radio Operator 45%, Sneak 45%, Spot Hidden 45%, Throw 40%.

Language Skills: any appropriate 60%.

Weapons: *Knife* 45%, damage 1D4+2+1D4, atts 1, base range touch.

Sten Mk.I (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d8, Fighting d6, Knowledge (Communications) d6, Knowledge (Cryptography) d6, Knowledge (Demolitions) d6, Lockpicking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Throwing d6.

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Bloodthirsty, Death Wish (Overthrow the invaders), Loyal.

Edges: Brave, Danger Sense.

Gear: *Knife* (Str+d4), *Sten Mk.I Submachine Gun* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

SOCIALITE / COLLABORATOR, AGE 35

"The trouble with these Bolsheviks is that they don't know what's good for them. The Germans have won—they're in charge now, so why rock the boat by resisting? I eat in the finest restaurants while the damned Resistance hide in the sewers, and the German officers are quite charming. I don't know what all the fuss is about."

While her countrymen are locked in a life-or-death struggle with the German occupiers, this former socialite has ingratiated herself with the invaders and is reaping the benefits (for now). She still wears the latest fashions, eats at the best restaurants, and attends the most glamorous occasions, but these days she simply does it on the arm of a German Colonel instead of a French one. Whether simply naïve or just too selfish to realise the consequences of her actions, she would not hesitate to inform on her countrymen should they endanger her lifestyle. When the tide of the war turns, she soon finds herself abandoned by her former lovers and at the mercy of a vengeful nation.

Cth

STR 10 DEX 11 INT 11 CON 12
SIZ 11 APP 15 POW 10 EDU 16
SAN 50 **Hit Points:** 12

Damage Bonus: None.

Skills: Art (Fashion) 65%, Conceal 25%, Credit Rating 50%, Drive Automobile 20%, Fast Talk 35%, Hide 20%, Library Use 40%, Persuade 45%, Ride 30%, Spot Hidden 30%.

Language Skills: any appropriate 60%, German 40%.

Weapons: *Walther PPK* (Handgun) 30%, damage 1D8, atts 3, base range: 10 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d4, Investigation d6, Knowledge (German Language) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Big Mouth, Clueless, Greedy.

Edges: Attractive, Rich.

Gear: *Walther PPK* (10/20/40, 2d6-1, RoF 1, Shots 7, Semi-Auto).

"The path of least resistance is
the path of the loser."
— H. G. Wells

Nazi Germany

HITLERJÜGEND, AGE 15

"The branch on the linden is leafy and green, The Rhine gives its gold to the sea, But somewhere a glory awaits unseen, Tomorrow belongs to me."

Even the youth of the Nazi regime are not spared the daily indoctrination and propaganda, with mandatory membership of the Hitler Youth for all boys over the age of 14, and a sister organisation, the League of German Girls (*Bund Deutscher Mädel*), ensuring the young women receive the same education in the Nazi ideal. Before the war, the focus of the Hitler Youth is on education, physical fitness, and other Aryan ideals, but now with the war in full swing they have become an auxiliary force, acting as reserve fire-fighters and assisting recovery efforts in bomb-damaged cities. By the end of the war, with Hitler's vow to fight to the last drop of German blood, the innocent youth are thrust into the vicious street-to-street fighting as the Soviet Army lays waste to Berlin.

Cth

STR 11 **DEX** 14 **INT** 13 **CON** 14
SIZ 13 **APP** 13 **POW** 10 **EDU** 12
SAN 50 HP 14

Damage Bonus: none.

Skills: Climb 50%, Dodge 40%, Drive Automobile 25%, First Aid 40%, Hide 20%, Jump 35%, Listen 40%, Operate Heavy Machine 25%, Ride 30%, Spot Hidden 40%, Swim 40%.

Language Skills: German (Own) 60%.

Weapons: *Gewehr 43* (Rifle) 30%, damage 2D6+4, atts 1, base range 110 yds.

Knife 40%, damage 1D4+2, atts 1, base range touch.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Driving d4, Fighting d6, Healing d6, Notice d6, Riding d6, Shooting d6, Stealth d4, Swimming d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Fanatic.

Edges: none.

Gear: *Knife* (Str+d4), *Gewehr 43 Rifle* (24/48/96, 2d8, RoF 1, Shots 10, AP 2, Semi-Auto).

GESTAPO *AGENT* / *SD AGENT* / *SIPO* (*STATE SECURITY*), AGE 35

"Papers, please."

With the collar of his leather coat pulled up around his face and the brim of his fedora low over his eyes, this agent stalks the streets of Germany, hunting for enemies of the State. No door is barred to him, no rumour too vague to investigate. He is the instrument of the Third *Reich*'s great terror; the firm grasp on the shoulder, the knock on the door late at night. Without conscience or compassion, he carries out his duties with cold efficiency, careless of the lives he destroys in his pursuit of the *Reich*'s enemies.

Cth

STR 14 **DEX** 14 **INT** 13 **CON** 12
SIZ 13 **APP** 11 **POW** 15 **EDU** 14
SAN 75 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Anthropology 25%, Conceal 35%, Credit Rating 80%, Dodge 40%, Drive Automobile 40%, Law 50%, Library Use 45%, Listen 45%, Persuade 70%, Photography 40%, Psychology 45%, Sneak 35%, Spot Hidden 55%, Track 40%.

Language Skills: German (Own) 70%.

Weapons: *Walther PPK Pistol* (Handgun) 55%, damage 1D8, atts 3, base range 10 yds.

Knife 45%, damage 1D4+2+1D4, atts 1, base range touch.

Sav

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6.

Skills: Driving d6, Fighting d6, Intimidation d8, Investigation d6, Knowledge (Anthropology) d4, Knowledge (Law) d6, Knowledge (Psychology) d6, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Taunt d8, Tracking d6.

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1); **Sanity:** 6.

Hindrances: Arrogant, Bloodthirsty, Fanatic, Mean.

Edges: Rich, Strong Willed.

Gear: *Trenchcoat* (+1), *Knife* (Str+d4), *Walther PPK* (10/20/40, 2d6-1, RoF 1, Shots 7, Semi-Auto).

Special Abilities

- **Terrifying:** the icy, soulless calm of the *Gestapo* Agent is terrifying and, in circumstances where the target is powerless, the penalty to Charisma becomes a bonus on Persuasion rolls.

ORDNUNGSPOLIZEI, *AGE* 37

"What do I know about politics you ask? I'll tell you what I know. I know that asking people about politics is a sure way to get a visit from the Gestapo*, friend. So perhaps you should show me your papers, unless you would like to show them to the* Gestapo *instead?"*

The *Ordnungspolizei* (Orpo for short) are Germany's civilian police force, sometimes referred to as the Green Police due to the colour of their uniforms. They are responsible for all aspects of the Third *Reich*'s emergency response system including law enforcement, fire fighting, civil defence, coastal rescue, and even night-watchman duties. Although tasked with civil law enforcement and not political crime as such, they fall under the command of Himmler's SS and, increasingly as the war continues, they become participants (some willing, some not) in the numerous criminal atrocities of the Nazi regime.

Cth

STR 13 **DEX** 12 **INT** 13 **CON** 15
SIZ 16 **APP** 12 **POW** 13 **EDU** 13
SAN 65 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Dodge 40%, Drive Automobile 60%, Fast Talk 30%, First Aid 60%, Grapple 50%, Law 60%, Psychology 45%, Ride 40%, Spot Hidden 65%.

Language Skills: German (Own) 65%.

Weapons: *Baton* (Melee Weapon—Club) 60%, damage 1D6+1D4, atts 1, base range touch.

P08 Luger Pistol (Handgun) 60%, damage 1D8, atts 3, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Fighting d8, Driving d8, Healing d8, Knowledge (Law) d8, Knowledge (Psychology) d6, Notice d8, Persuasion d6, Riding d6, Shooting d8.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Loyal, Vow (Uphold the law).

Edges: Connections (Police colleagues).

Gear: *Baton* (Str+d6), *P08 Luger Pistol* (12/24/48, 2d6-1, RoF 1, Shots 7, Semi-Auto).

United States

FACTORY WORKER, AGE 31

"Why aren't I in uniform? Hey pal, I work fourteen hour shifts in that damn factory building trucks to ship over to the Limeys. You know, part of that Lend-Lease deal we got going with them. You got a problem with me not wearing a uniform? Take it to Roosevelt, pal, I'm late for my shift!"

Despite conscription being reintroduced to the United States in 1940, many men are exempt from duty based on their key role in the country's industrial output. The Lend-Lease Act brought into force in 1941 enables America's industrial capacity to be harnessed to provide arms, vehicles, and munitions to Britain, the USSR, and other Allied Nations without formally breaking US neutrality. This worker, along with thousands like him, slaves around the clock to build the weapons the British so desperately need as they stand alone against German aggression. Later, after the Japanese attack at Pearl Harbor, many of these men join the Armed Forces, and the women of America take their place to equip the United States for war.

Cth
STR 17 **DEX** 13 **INT** 10 **CON** 17
SIZ 16 **APP** 12 **POW** 10 **EDU** 09
SAN 50 **Hit Points:** 17

Damage Bonus: +1D6.

Skills: Drive Automobile 20%, Electrical Repair 40%, Mechanical Repair 55%, Operate Heavy Machine 70%.

Language Skills: English (Own) 45%.

Weapons: *Fist/Punch* 70%, damage 1D3+1D6, atts 1, base range touch.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10.

Skills: Driving d4, Fighting d8, Repair d8.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: none.

Edges: Brawler

Gear: none.

GANGSTER, AGE 34

"Hey buddy, there ain't no such thing as organised crime. We're just simple businessmen; we're part of this community. Sure we may get things done differently to Rockefeller, but we're still providing a service. Since the war started over in Europe, we've started working with the government to keep an eye out for anything suspicious. German spies in New York? Forget about it!"

Despite the violence of the roaring 20s and the efforts of J.Edgar Hoover's FBI to crack down on organised crime, it is still alive and well in the United States, and with the war in Europe occupying the authorities, the climate has never been better for this wise guy. With his sharp suits, flashy car, and billfold crammed with dollars, he is a major player on the streets of his city. While he still spends his time dodging the law and the ever-watchful G-Men, the pressure has eased off since the Office of Naval Intelligence launched Operation Underworld. America is fearful of German agents operating in its cities, and if anybody is going to spot somebody who doesn't belong, it's the criminal families who make it their business to know everybody working their patch.

Cth

STR 15 **DEX** 12 **INT** 10 **CON** 17
SIZ 14 **APP** 14 **POW** 10 **EDU** 08
SAN 50 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Bargain 20%, Conceal 40%, Dodge 30%, Drive Automobile 40%, Fast Talk 45%, Hide 25%, Law 25%, Locksmith 30%, Persuade 35%, Sneak 30%, Spot Hidden 45%.

Language Skills: English (Own) 40%.

Weapons: *Colt 1903 .38 Automatic* (Handgun) 50%, damage 1D10, atts 2, base range 15 yds.

Ithaca Model 37 Pump Action (Shotgun) 40%, damage 4D6/2D6/1D6, atts 1, base range: 10/20/50 yds.

Knife 40%, damage 1D4+2+1D4, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Driving d6, Fighting d6, Intimidation d8, Knowledge (Law) d4, Lockpicking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d8.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Greedy, Loyal, Mean.

Edges: Connections, Scrounger.

Gear: *Knife* (Str+d4), *Colt 1903 .38 Automatic* (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto), *Ithaca Model 37 Pump Action Shotgun* (12/24/48, 1-3d6, RoF 1, Shots 6, see ***Savage Worlds* Chapter 2: Gear** for further details).

G-MAN, AGE 39

"Just the facts, ma'am. Just the facts!"

A member of J.Edgar Hoover's Federal Bureau of Investigation, the G-Man is proud to serve his country, protecting it from the scum on the streets. Now, with the war threatening to drag the United States into another bloody conflict, his investigations focus on the shadowy world of espionage as foreign agents attempt to bring down the country from within. Sure, he still has to deal with the criminal gangs but in recent times an understanding has been reached in the back rooms of government. While he will not turn a blind eye to flagrant transgressions, his first priority is counter-espionage. After all, the Mafia may be criminals but they are American criminals and they are looking out for the country the same as he is.

Cth

STR 13 **DEX** 14 **INT** 16 **CON** 14
SIZ 13 **APP** 14 **POW** 15 **EDU** 15
SAN 75 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Accounting 25%, Anthropology 20%, Bargain 20%, Credit Rating 65%, Dodge 40%, Drive Automobile 50%, Fast Talk 25%, Law 75%, Library Use 40%, Locksmith 25%, Persuade 35%, Psychology 45%, Spot Hidden 55%, Track 40%.

Language Skills: English (Own) 75%.

Weapons: *Colt M1911 Pistol* (Handgun) 55%, damage 1D10+2, atts 1, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Driving d6, Fighting d6, Investigation d8, Knowledge (Law) d10, Knowledge (Psychology) d6, Lockpicking d4, Notice d8, Persuasion d6, Shooting d8, Streetwise d8, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Heroic, Vow (Uphold the law).

Edges: Connections (The FBI), Investigator.

Gear: *Colt M1911 Pistol* (12/24/48, 2d6-1, RoF 1, Shots 7, AP 1, Semi-Auto).

A member of J. Edgar Hoover's Federal Bureau of Investigation, the G-Man is proud to serve his country.

PRIVATE DETECTIVE, AGE 38

"I used to be cop, but the hours are crummy and the pay's even worse. Sure I could have signed up and headed over to Europe, but I was never much good at taking orders. Anyway, what with all the men away, somebody's got to stay behind and keep tabs on what their wives are up to. So, you got a photo of her?"

He may have read a few too many cheap dime novels when he was a cop, but if you need somebody finding, he's the man to go to. He was lucky to leave the force with his reputation intact, despite the investigation, so he can still call on his old buddies down at the precinct when he needs a favour. That's proving to be even more valuable now that America is in the war, as he's just the type of freelancer that the Government like to employ to investigate rumours of German saboteurs operating around Boston. He's been around and seen some things, but even he can't understand why Nazi agents would be so interested in the Miskatonic University's expedition to Antarctica...

Cth

STR 12	**DEX** 15	**INT** 15	**CON** 15
SIZ 12	**APP** 13	**POW** 14	**EDU** 12
SAN 70	**Hit Points:** 14		

Damage Bonus: none.

Skills: Bargain 40%, Credit Rating 40%, Drive Automobile 30%, Fast Talk 60%, Law 30%, Library Use 35%, Locksmith 45%, Photography 45%, Psychology 35%, Track 30%.

Language Skills: English (Own) 60%.

Weapons: *Smith & Wesson .38 Special Revolver* (Hangun) 50%, damage 1D10, atts 2, base range 15 yds.

Sap/Blackjack (Melee Weapon—Club) 55%, damage 1D8+1D4, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Driving d6, Fighting d8, Investigation d8, Knowledge (Law) d6, Knowledge (Psychology) d6, Lockpicking d6, Persuasion d8, Shooting d6, Stealth d6, Streetwise d8.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Hindrances: Code of Honor, Curious, Habit (Alcohol).

Edges: Brawler, Connections (Police), Investigator.

Gear: *Sap/Blackjack* (Str+d4, +2 extra damage when attacker has the drop), *Smith & Wesson .38 Special Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

LOCATION, LOCATION

Everyone has to come from somewhere. Below are brief descriptions of ten generic locations, listing regional differences, examples of that kind of location, and suggested occupations that can be found at such sites. Some of these locations can be linked to others, such as the Country House and the Village, or the Research Facility and the Industrial Town, and others overlap. The aim of this section is to give you some ideas as to where your NPCs and investigators can hail from, or where they are stationed now as a result of the war. Do take care not to mix up your countries, though—it is unlikely that a *Hitlerjügend* would be found at the same military base as a Local Defence Volunteer!

British Flying Training Schools (BFTS)

The BFTS are bases set up in the summer of 1941 by the RAF and USAAF to enable British pilots to train without *Luftwaffe* interference. There are six in total: two in Oklahoma, and one each in Florida, Texas, California, and Arizona. They are mostly staffed by civilians, with a few RAF officers for specialist training. Although most of the trainee pilots are British, some American pilots train alongside them. The planes used are all American. Similar schools also exist within the British Commonwealth, including Canada.

The Airfield

A bustling hive of industry at some times, deathly quiet at others, the airfield consists of runways, hangars, workshops, control towers, and offices. If it is attached to an airbase, then there are also living quarters for the pilots and their ground crews. Some airfields are new, built specially for this war in the middle of a no-doubt irate farmer's fields, whilst others hark back to the earliest days of flying, civilian and military. Access to military airfields is restricted to the necessary personnel, and many civilian airfields in Britain are converted into military bases as soon as war breaks out. Civilian passenger travel by aeroplane in Europe is limited, and civilian airlines often carry out communications-based operations, such as mail delivery. Auxiliary services, such as the ATA and WASPs deliver military aircraft from the factories to airbases, and take them away again for repair. Airbases and airfields can be found scattered throughout Britain, the United States, France, and Germany.

EXAMPLE LOCATIONS

RAF Biggin Hill, London; Thunderbird Field, Glendale, Arizona; Amiens, France; Tempelhof Airport, Berlin.

SAMPLE OCCUPATIONS

Aircrew, Aviator, Entertainer, Medic, Pilot, Secretary, Signalman, Specialist (Musician), Specialist (Padre).

POSSIBLE NPCS

Auxiliary Territorial Service Volunteer, G-Man, Spiv/Black Marketeer, War Correspondent.

> AFTER RAF STRATFORD, I'M NOT SURE I WANT TO SEE THE INSIDE OF AN AIRCRAFT HANGAR AGAIN ANY TIME SOON.
>
> – SGT. CARTER

Donut Dollies

So called because of their handing out donuts and coffee to homesick US servicemen stationed in Britain, the Dollies are a service established by the American Red Cross to maintain troop morale. Housed in a converted London Green Line bus, known as the "Clubmobile", each unit consists of three American women, and their English driver. The Clubmobile itself provides mobile lounge facilities, a Victrola, and a library, and as well as their freshly made donuts and a hot cup of joe, there are also cigarettes, sweets, and gum available on board. The Dollies go where the troops go, and they are right behind their boys after the landings in Normandy.

The New Noah

Based in New Orleans, Andrew Jackson Higgins initially builds boats to support his lumber business. He designs the Eureka boat that wins a variety of naval trials, and lands him the contract to provide the US Navy and Marines with landing craft for both vehicles and personnel. Quite the character, he doesn't care where he gets his supplies from just as long as he gets them. His yards bring in a huge influx of workers from across America, and all are treated as equals, no matter what their age, sex, colour, or infirmity.

The Army Base

Soldiers need somewhere to live when they are training, and when they are on manoeuvres. Large or small, the army base is home. It can consist of barracks, parade ground, training ranges, and offices, or be a few tents, or a cluster of tanks or other vehicles, depending on where the soldiers find themselves. Static bases are surrounded by security fences, and only authorised personnel are permitted to enter, unless there happens to be a dance on. Even more informal bases will have sentries posted to keep an eye on the perimeter.

EXAMPLE LOCATIONS

Aldershot, England; the United States Military Academy at West Point, New York; the Maginot Line, France; Münster Training Area, Germany (also a weapons development centre).

SAMPLE OCCUPATIONS

Artilleryman, Driver, Engineer (Army), Entertainer, Infantryman, Medic, Secretary, Signalman, Specialist (Musician), Specialist (Padre), Tanker.

POSSIBLE NPCS

Auxiliary Territorial Service Volunteer, *Gestapo* Agent, *Hitlerjügend*, Local Defence Volunteer, Local Squire, Resistance Fighter, Spiv/Black Marketeer, War Correspondent.

The Boatyard

All along rivers and coastlines are boatyards of varying sizes. Small ones deal only with civilian vessels, such as building and repairing fishing boats. Other, larger yards are involved in the production and maintenance of a variety of much bigger craft, such as warships and submarines. If the yard is involved in war work, then security will be tight and only authorised personnel permitted to enter. This applies to civilian yards under military contract, and naval yards and bases. Port towns and cities are ripe for plundering by shady black market operatives and saboteurs.

EXAMPLE LOCATIONS

Portsmouth, England (naval base and port); Baltimore, Maryland (shipyards); Saint-Nazaire, France (shipyards, harbour, and U-boat pens); Kiel, Germany (U-boat pens).

SAMPLE OCCUPATIONS

Black Marketeer, Boffin, Engineer (Naval), Labourer, Merchant Navy/Marine, Policeman, Sailor, Secretary, Signalman.

POSSIBLE NPCS

Collaborator, Gangster, *Gendarme*, *Gestapo* Agent, G-Man, Local Defence Volunteer, *Ordnungspolizei*, Police Constable, Refugee, Resistance Fighter, Royal National Lifeboat Institution Volunteer, Special Branch/CID Detective, Spiv/Black Marketeer, War Correspondent.

Looks like our new contact, Hauptmann Gängel, is keeping a close eye on the developments at Münster for us.

-R.D.

Crackpots & Geniuses

Station X, better known as Bletchley Park, is purchased by the British Secret Intelligence Service from a local builder who plans to knock it down and turn it into a housing estate. Crossword fanatics, lateral thinkers, academics, and technicians are quietly recruited and brought to the new home of the Government Code and Cipher School, where they proceed to crack German military codes, significantly enhancing the Allies' war effort.

The Country House

Large buildings surrounded by their own grounds, usually behind high walls or thick woodland to protect them from prying eyes, country houses are ideal for all sorts of wartime purposes, from safe-houses for government operations, to research and development facilities, training schools, hospitals, and prisoner of war camps. By the beginning of the war, many grand houses in Britain stand almost derelict due to a shortage of domestic staff and ready cash, and many owners are relieved to hand their estates over to the Ministry. In some cases, such as at Woburn Abbey in England, only part of the premises is given over.

EXAMPLE LOCATIONS

Grizedale Hall, England ("U-Boat Hotel" prisoner of war camp); The Frythe, Welwyn, England (Station IX research and development centre for the SOE); Latchmere House, Richmond, London (Camp 020, secret interrogation centre); Villa de la Bretonnière, Nantes, France (*Abwehr* spy training school); Neuschwanstein Castle, Bavaria, Germany (storehouse for plundered French art treasures).

SAMPLE OCCUPATIONS

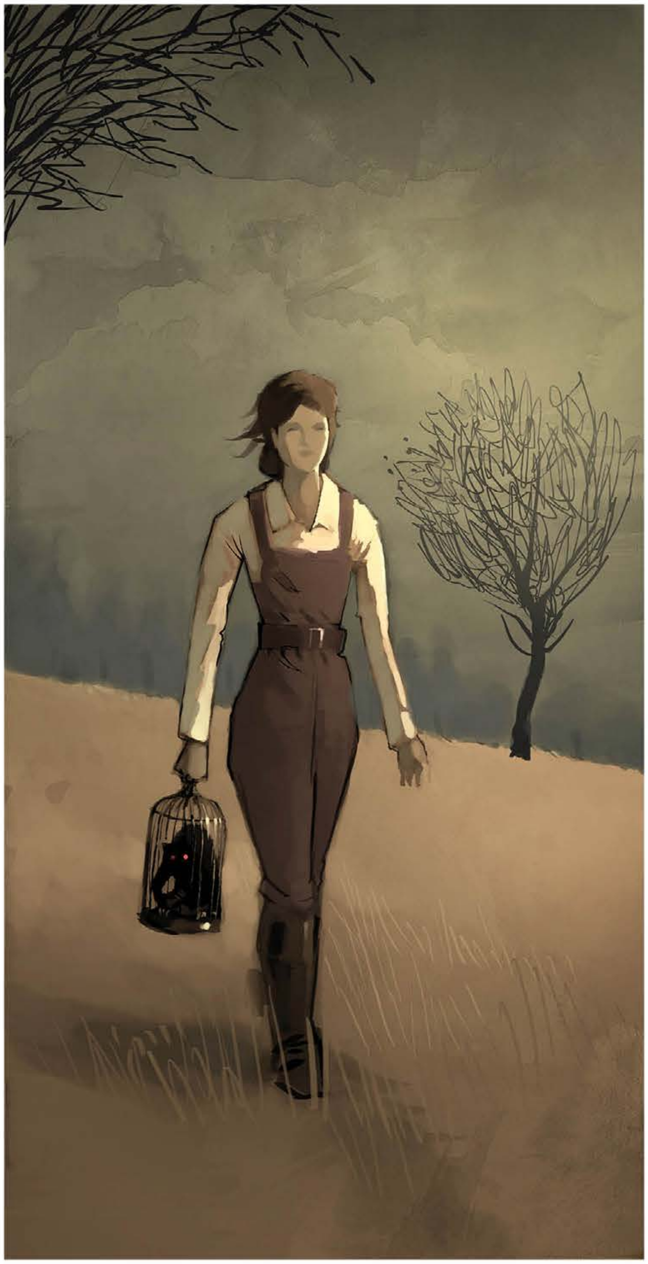
Antiquarian, Artist, Boffin, Criminal, Clergyman, Doctor, Driver, Comptographer, Labourer, MI6 Operative, Military Intelligence Operative, News Correspondent (Photojournalist), Nurse, Parapsychologist, Private Investigator, Resistance Agent, Secretary, Spiritualist.

POSSIBLE NPCS

Gestapo Agent, Local Defence Volunteer, Local Squire, Refugee, Resistance Fighter, Socialite/Collaborator, Spiv/Black Marketeer, War Correspondent.

Not quite sure what Grandmama would make of ripping up the flower beds for a rifle range.

A. T.



Vermin

Once you have discounted the weather, destructive pests are the farmer's worst enemy. When every ounce of food matters, you have to ensure that pesky little blighters like rats and mice aren't helping themselves to your hard-won crops. The Women's Land Army takes the threat so seriously that they have specially trained rat-catching units, although some of those traps look far too big for your common or garden *Rattus norvegicus*...

The Farm

Without farms and farmers, countries cannot hope to feed their people. The importation of food, changes in working practices, and labour shortages, cause problems throughout the war for both the Axis and the Allies. Many auxiliary organisations are set up to bolster agriculture, and farmers benefit from a range of initiatives to improve yield and quality. On Britain's farms, there is an increasing use of machinery, and a change over to arable crops from animal farming. Pigs, sheep, and beef cattle are slaughtered to reduce the need for imported animal feeds, with only dairy herds surviving the cull relatively intact. Prisoners of war and conscientious objectors all help to bring in the harvest. French farmers struggle to find enough hands to work the land as the German occupation drags on, although these farms provide an essential support lifeline for those fighting in the Resistance. In Germany, slave labour and prisoners of war also help to replace manpower lost to the fighting.

SAMPLE OCCUPATIONS

Artist, Farmer, Labourer, OSS/SOE Operative, Resistance Agent.

POSSIBLE NPCS

Hitlerjügend, Local Defence Volunteer, Local Squire, Partisan, Police Constable, Refugee, Resistance Fighter, Spiv/Black Marketeer.

The Hospital

Casualties are an inevitable part of any conflict, particularly when the methods of waging that war broaden to include the civilian population. Hospitals are an essential part of providing treatment for the sick and injured, be they tiny cottage hospitals, big city infirmaries, a tent on a battlefield, or a ship ferrying the wounded to safety. Pioneering work in the treatment of burns is carried out in specialist centres, and the mind is as often in need of treatment as the body after witnessing the horrors of war. The Welfare State does not exist in Britain at this point so, as everywhere else, medical treatment must be paid for, leading many to rely on household remedies, only visiting the hospital when in direst need.

EXAMPLE LOCATIONS

Sandhill Park, Somerset, England (American military neurological hospital); SS *Naushon*, Normandy, France (Allied Hospital Ship 49); General Hospital, Bayreuth, Germany (local reserve emergency hospital).

SAMPLE OCCUPATIONS

Doctor, Driver, Medic, Nurse, Parapsychologist.

POSSIBLE NPCS

Pretty much anyone could be found at a hospital, either seeking medical treatment, visiting a patient, or guarding an injured prisoner.

The Industrial Town

War devours materials and men, so every combatant nation needs a strong industry behind it to supply its needs if the fighting is to continue. And it is in every enemy's best interest to destroy that industry, depriving their foes of weapons, vehicles, clothing, and medicines, so that they can bring the conflict to a close all the more swiftly. Industrial towns and cities are a hive of, well, industry, and are likely to have the largest mix of investigators outside the armed forces or a country house establishment. They are very dangerous places to live in if they are in Europe, targeted nightly by bombing raids intent on wiping them off the face of the earth. Those in America are often powder kegs as well, though for very different reasons.

EXAMPLE LOCATIONS

Coventry, England (aircraft, munitions, and armaments factories); Detroit, America (aircraft, munitions, and vehicle factories); Paris, France (chemical and vehicle factories); Hamburg, Germany (ship building and aircraft factories).

SAMPLE OCCUPATIONS

Black Marketeer, Boffin, Clergyman, Entertainer, Labourer, Musician, News Correspondent, News Correspondent (Photojournalist), Police Detective, Policeman, Private Investigator, Resistance Agent, Secretary.

POSSIBLE NPCS

Pretty much anyone could be found in an Industrial Town, with the possible exception of the Partisan.

The Research Facility

War often acts as a spur to the development of new technologies, as each side struggles to gain an advantage over the other. The researchers might be working on the best way

Going Underground

So-called shadow factories are set up in Britain long before war breaks out. These factories are, to the casual observer, merely ordinary installations carrying out everyday manufacturing. However, they are designed to be quickly switched to a war footing when the need arises. Other shadow factories are harder to spot, safely hidden away underground beyond the reach of bombers, such as Drakelow Tunnels in England, which as well as making aero engines also houses a BBC studio and a telephone exchange, and the Seegrotte Caverns in Hinterbrühl, Austria, where prisoners from the Mauthausen camp make jet fighter parts.

to disguise explosives for covert delivery, investigating new ways to help prisoners escape, or developing new weapons. Wherever they are housed, be it a converted country house or purpose built facility, the members of the research facility are likely to be amongst the best and the brightest, if not some of the oddest, that the country and its allies have to offer.

> Seats of academic research and learning, the great universities are repositories of knowledge and understanding.

EXAMPLE LOCATIONS

Post Office Research Station, Dollis Hill, London; Los Alamos Laboratory, New Mexico; Peenemünde Army Research Centre, Germany.

SAMPLE OCCUPATIONS

Artist, Boffin, Engineer (Army or Navy), Comptographer, Parapsychologist, Secretary, Specialist (Bomb Disposal Expert).

POSSIBLE NPCS

It is unlikely that any of the NPCs listed in The Man in the Street section (pp.247 -259) would be found at a Research Facility, unless they had a very specific reason to be there.

The University

Seats of academic research and learning, the great universities of the world are repositories of knowledge and understanding. Often called to consult on matters of grave importance, many professors have transferred to research facilities, yet many more remain to safeguard their libraries and the secrets of the universe. Much to their professors' horror, Universities also contain students, who frequently form a reactionary corps. In Germany, this has worked both ways for the ruling Party: students are involved in the book burnings before the war, but one of the few German Resistance movements, *die Weisse Rose*, is also student-based.

EXAMPLE LOCATIONS

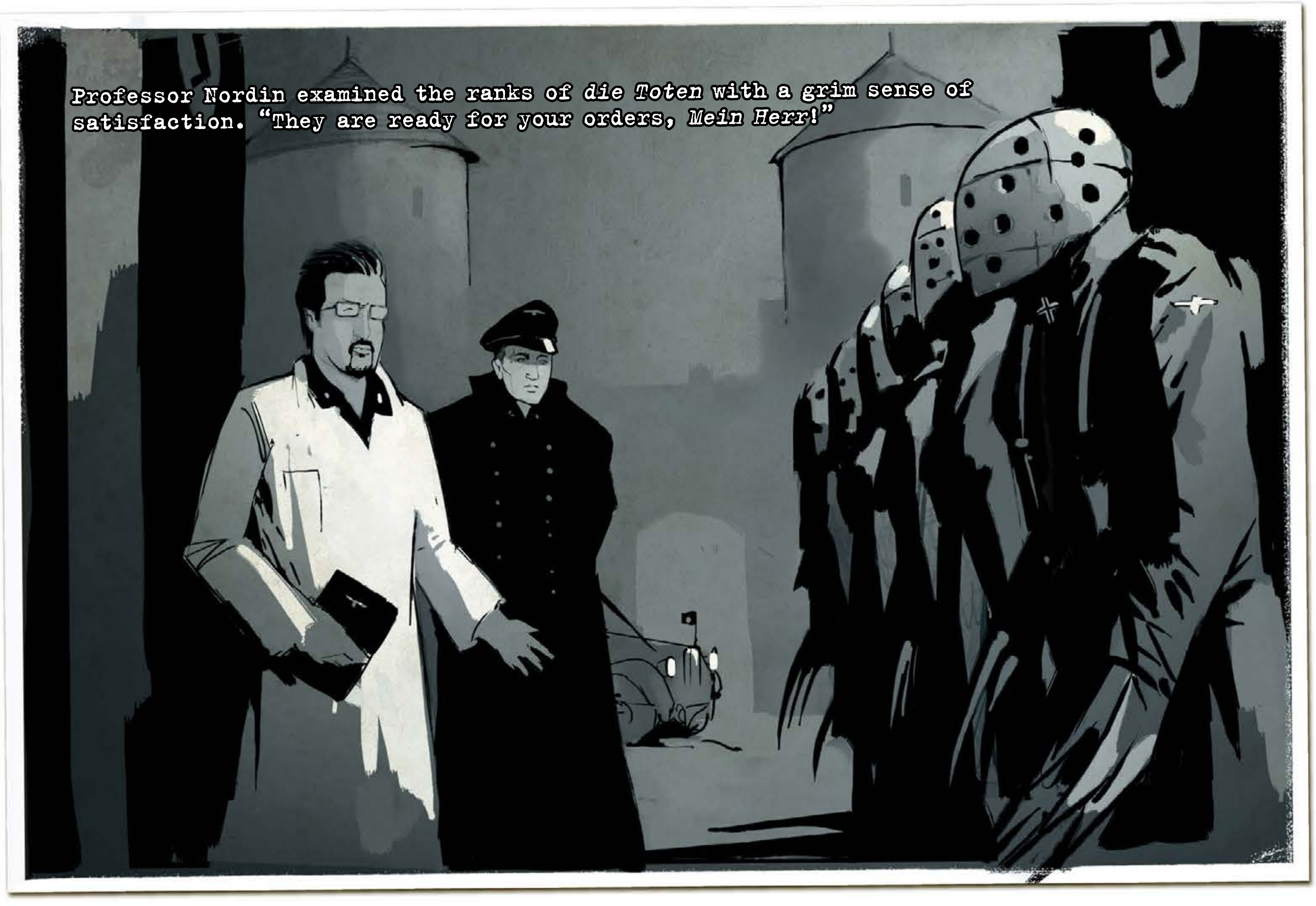
Oxford University, England; Miskatonic University, Arkham, Massachusetts; University of Caen, France; University of Munich, Germany.

SAMPLE OCCUPATIONS

Antiquarian, Artist, Boffin, Clergyman, Intelligence Operatives (FBI/MI5/MI6), Musician, Parapsychologist, Secretary, Spiritualist.

POSSIBLE NPCS

Gestapo Agent, G-Man, Refugee, Resistance Fighter, War Correspondent.



Professor Nordin examined the ranks of *die Toten* with a grim sense of satisfaction. "They are ready for your orders, *Mein Herr!*"

Photo: Scott Wylie – Imber Village, Salisbury Plain, UK – Creative Commons Attribution-Share Alike 3.0 Unported license.

Ghost Town

Imber, in Wiltshire, England, is a little village surrounded by the British Army's training grounds on Salisbury Plain. Apart from a few buildings, including the church, the school, and the local public house, almost all of Imber is owned by the Ministry of War. In 1943, the entire village is evacuated and turned into a training ground for American soldiers practising for the invasion of Europe. The villagers are never allowed back...

The Village

Quiet, sleepy, nestled in the countryside, the village is an apparent safe haven, yet both Sherlock Holmes and Hercule Poirot believe them to be far more dangerous than the largest of cities. In occupied territories, they would be right—Resistance members fight running battles with the enemy to drive them out of their countries, using villages and farms as bases from which to do so. And who is to say that a British village is any quieter or safer, now that all of those strange people have moved into the Big House, or set up camp in the fields and woods over yonder?

SAMPLE OCCUPATIONS

Antiquarian, Artist, Black Marketeer, Policeman, Resistance Agent.

POSSIBLE NPCS

ARP Warden, Collaborator, *Gendarme*, *Gestapo* Agent, Local Defence Volunteer, Local Squire, *Ordnungspolizei*, Partisan, Police Constable, Postmistress, Refugee, Resistance Fighter, Royal National Lifeboat Institution Volunteer, Spiv/Black Marketeer, War Correspondent.

you can't beat a good village pub when it
comes to beer and gossip, even now

– arthur morris

CHAPTER 13

Quick Play Guide

"Rules are not necessarily sacred, principles are."
- Franklin D. Roosevelt

CALL OF CTHULHU

Below is a quick reference guide to where you will find the rules, skills and equipment that you may need during a ***Call of Cthulhu*** game of ***Achtung! Cthulhu***; a summary of game specific combat rules is also included.

Abbreviations: **CoC6—*Call of Cthulhu, Sixth Edition***; *A!CIG—Achtung! Cthulhu: the Investigator's Guide to the Secret War*; *A!CKG—Achtung! Cthulhu: the Keeper's Guide to the Secret War.*

Combat

- Fighting—**CoC6**, pp.56-61, p.63.
- Spot rules for basic combat—**CoC6**, pp.59-60.
- Spot rules for vehicle combat—**CoC6**, pp.284-285; *A!CKG*, pp.159-165.
- Spot rules for firearms—**CoC6**, p.63.
- Weapons tables—**CoC6**, pp.65-65; *A!CIG* pp.124-130; *A!CKG*, pp.150-154.
- Injury and healing—**CoC6**, p.54, p.56.
- Spot rules for injuries—**CoC6**, p.57.
- Sample poisons—**CoC6**, p.58.
- Resistance Table—**CoC6**, p.55.

AERIAL COMBAT

- Compare the pilots' speed, altitude, Pilot, and Luck.
    - » Whichever pilot has the best of two or more of these factors has combat advantage for this round, and gains +20% to all skill rolls for the round.

- The pilot with advantage decides whether to Manoeuvre, Attack, or Escape.
- Follow the simple vehicle combat guidelines on pp.284-285 of the ***Call of Cthulhu, Sixth Edition*** rulebook to resolve the dogfight.
    - » If the pilot with advantage rolls a Critical Failure (96% or above) during a round, advantage automatically passes to the other pilot.
    - » Attack rolls made by a pilot with combat disadvantage are classed as *Difficult*, as are all fly-by attacks.

- Determine where damage has been dealt to the aeroplanes involved using the Attack Vector Hit Location Table on p.161.
    - » Loss of all hit points in the plane's rear garners a -20% modifier to all Pilot rolls.

- Recheck advantage for the next round, and continue until either one of the planes involved is destroyed, or successfully manages to escape.
    - » Pilots can attempt to bail out of their plane by making two successful Luck rolls; one to exit the plane, the other to land safely.
    - » If the parachute suffers a malfunction (a roll of 96% or above), another successful Luck roll is required to untangle the 'chute.
    - » If the fleeing plane is damaged, a chasing pilot may gain a +30% bonus to any pursuit rolls in daylight if the escapee has left a visible trail of smoke behind him.

- If one of the combatants is riding a flying creature, refer to the Flying Creature Handling Table on p.161.
    - » If the rider is not telepathically linked to his steed, all skill rolls are classed as *Difficult*.
    - » For every three full points below SIZ 30, the flying creature loses 1 point of both Handling and Speed.

MINES

- A successful Conceal or Fieldcraft skill check is required to bury and hide a mine.
- Once hidden, a successful Combat Engineer or Demolitions skill check is required to safely arm the device.

AVOIDING GROUND COMBAT

- Investigators can attempt to avoid open conflict or cross an active battlefield by successfully making a POW×5 Luck roll, or by using Fieldcraft or Sneak (whichever is higher).
  - » Command and Tactics can both be used to modify this roll, but only once for each skill; they do not both have to be rolled by the same person.
  - » Failure causes 1D6 Hit Points of damage to the investigator, and he must roll again.
  - » A Fumble (Critical Failure) means that the investigator is now engaged in the firefight.

GROUND COMBAT

- **Attack:** the investigator uses his relevant combat skills to take on his opponent.
- **Flee:** if the investigator wants to leave the battlefield, he must make a successful DEX×3 roll, and can Dodge the first attack made against him with no penalty.
  - » To improve his escape chances, the investigator can roll DEX×5 for his initial Flee roll, but loses the no-penalty Dodge option.

- **Manoeuvre:** the investigator uses his relevant skills to advantageously position himself.
- **Hide/Take cover:** the investigator uses Fieldcraft or Hide to conceal himself.
  - » If cover is successfully acquired, the investigator gains 20 points of armour as long as he remains motionless.
  - » If in cover but not motionless, the protection is reduced to +1D10 armour points.

MASS GROUND COMBAT

- To run larger scale battles, roll on the Troop Quality Table on p.168, treating each troop unit as a high level player character.
- Determine the unit size.
  - » Section/Squad/Gruppe: 10-13 soldiers or 1-2 tanks.
  - » Platoon/Zug: 35-40 soldiers, or 3-5 tanks.
  - » Company/Kompanie: 150-200 soldiers or 10-25 tanks.

- If fighting against another unit of the same size, roll the Troop Quality skills of the units involved.
  - » The unit with the highest roll gets to act first and can apply Command and Tactics bonuses to its subsequent rolls.
  - » Each Troop Quality exchange represents one unit combat round of approximately fifteen minutes.
  - » Each unit can only attack once per unit combat round.
- If attempting to fight either a single larger unit, or multiple units of the same size, Troop Quality skill rolls become *Difficult*. The unit is outnumbered.
- If the unit outnumbers its opponent, then Troop Quality skill rolls become *Easy*.
- For the effects of Fumbles, Failures, Successes, and Critical Successes on the outcomes of Troop Quality rolls, see p.169.

SUBMARINE COMBAT

- Use the standard vehicle combat rules on pp.284-285 of the ***Call of Cthulhu, Sixth Edition*** rulebook.
  - » A successful Spot Hidden check can identify the telltale trail of bubbles from a torpedo (a *Difficult* roll if attempting at night).
  - » Torpedoes can also be detected by a successful *Difficult* Radio Operator (Sonar) roll.
  - » The deployment of depth charges against a submarine requires a successful *Difficult* Artillery (Anti-Submarine Weapons) roll, unless targeted by a successful Radio Operator (Sonar) roll, at which point it becomes *Normal*.

Equipment

- Weapons—*A!CIG*, pp.117-130; *A!CKG*, pp.140-158.
- Black Sun—*A!CKG*, pp.144-145, p.150.
- *Nachtwölfe*—*A!CKG*, pp.146-149, p.150, p.152.

Magic

- Learning a spell—**CoC6**, pp.101-102.
- Casting a spell—**CoC6**, pp.102-103.
- Magic points—**CoC6**, p.101.
- Spells—**CoC6**, pp.217-247; *A!CKG*, pp.212-215.

Monsters

- Mythos creatures—**CoC6**, pp.150-175; *A!CKG*, pp.95-97, pp.232-242.
- Deities—**CoC6**, pp.181-201.
- Non-Mythos creatures—**CoC6**, pp.202-211.

NPCs

- Key historical figures—*A!CKG*, pp.244-247.
- Minor historical figures—*A!CIG*, p.17, p.24, p.46, p.60, p.61, p.62, p.65; *A!CKG*, p.5, p.7, p.8, p.9, p.11, p.13, p.19, p.36, p.62, p.64, p.65, p.79, p.118.
- Key Secret War figures—*A!CKG*, pp.69-71, pp.74-76, pp.86-92, pp.102-106.
- Minor Secret War figures—*A!CKG*, p.63, p.66, p.73, pp.92-94, pp.106-110.
- Combat NPCs—*A!CKG*, pp.32-48.
- Non-combat NPCs—*A!CKG*, pp.247-259.

Sanity

- Insanity—**CoC6**, pp.82-84.
- Sample SAN point costs—**CoC6**, p.76.
- Temporary Insanity tables—**CoC6**, p.83.
- War-related Insanity table—*A!CKG*, p.170.

SAVAGE WORLDS

Below is a quick reference guide to where you will find the ***Savage Worlds*** rules, skills, and equipment that you may need during a game of ***Achtung! Cthulhu***. A summary of game specific combat rules is also included, as are summaries for Sanity and magic use.

As we recommend using either the ***Deluxe*** or ***Deluxe Explorer's Edition*** of ***Savage Worlds***, references are made only to the relevant chapter title and section (where appropriate), rather than to an exact page, as these differ between the two editions.

Abbreviations: *SW—Savage Worlds* core rulebook; *A!CIG—Achtung! Cthulhu: the Investigator's Guide to the Secret War.*

Combat

- Fighting—***SW* Chapter 3: Game Rules**; ***SW* Chapter 4: Situational Rules**; *A!CKG*, pp.175-179.
- Spot rules for basic combat—***SW* Chapter 3: Games Rules**—Combat, Situational Combat.
- Spot rules for vehicle combat—***SW* Chapter 4: Situational Rules**—Vehicles; *A!CKG*, pp.171-175.
- Weapons tables—***SW* Chapter 2: Gear**; *A!CIG* pp.125-130; *A!CKG* pp.151-154.
- Injury and healing—***SW* Chapter 3: Game Rules**—Damage, Healing; ***SW* Chapter 4: Situational Rules**—Hazards; *A!CKG*, p.178. Physical and mental afflictions—*A!CKG*, p.183 (see Sanity below).
- Sample poisons—***SW* Chapter 4: Situational Rules**—Poison.

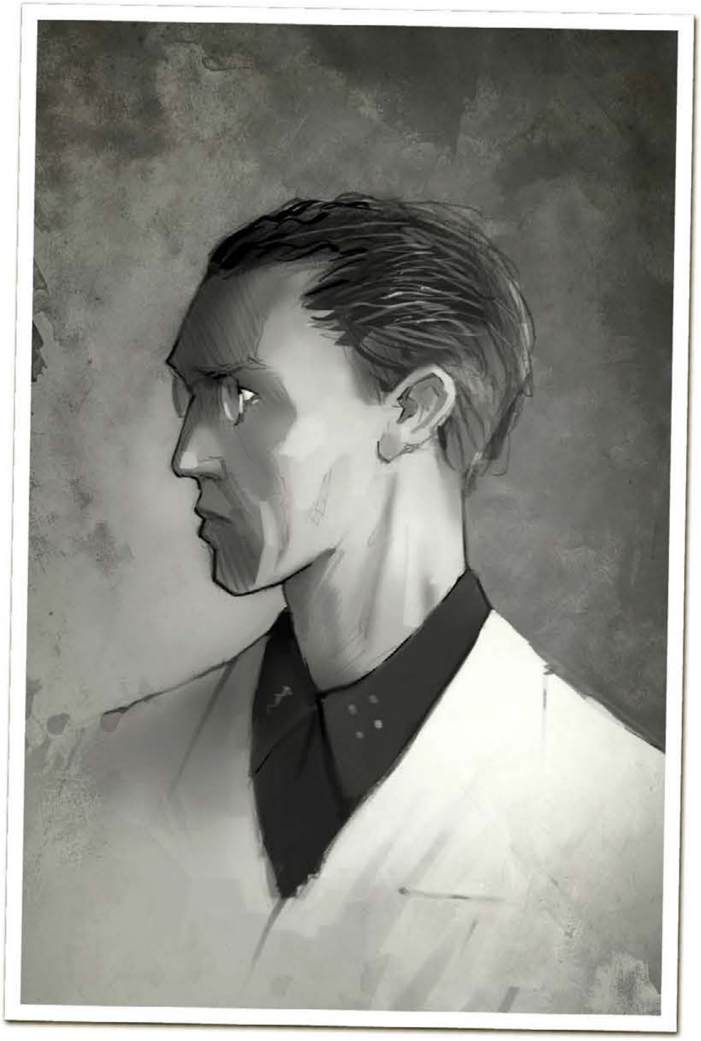
AERIAL COMBAT

- Strafing.
  - » When strafing, aircraft machine guns and cannons fire a line of 2d6 Small Burst Templates each round, placed adjacently in a straight line (Suppressive Fire).
  - » Targets suffer 2d8 damage at AP 4.
  - » Any vehicles under the Template are hit by 1d3 rounds (roll damage separately for each hit).

- Rockets.
  - » Rocket attacks have a -2 penalty to hit due to the nature of the attack.
  - » Rockets act as two adjacent Medium Burst Templates, causing 3d10 damage with AP 6.
  - » The attacker makes a Shooting or Piloting roll (whichever is lowest). On a success, he can place the templates where he wants.
  - » Deviations: failure—3d6"; success—2d6"; raise—1d6-1". The Templates remain adjacent while deviating.

- Level Bombing.
  - » A bombardier makes a Knowledge (Pilot) roll to determine success; a pilot uses the lower of Piloting or Knowledge (Bombardier).
  - » This roll is modified by the plane's altitude and any damage sustained (see Table 14, p.172).
  - » Success means that the first bomb is on target, with other bombs landing in a line along the plane's flightpath.
  - » Deviation: see Table 14, p.172. The direction of deviation is rolled with a d12.

- Dive Bombing.
  - » A bombardier makes a Knowledge (Pilot) roll to determine success; a pilot uses the lower of Piloting or Knowledge (Bombardier).



  - This roll is modified by the angle of attack and any damage sustained (see Table 15, p.173).
  - Deviation: 1d10 x 3" for a failure. The direction of deviation is rolled with a d12.
  - After the bombing run, the pilot must make a Piloting skill roll to pull out of the attack, subject to the relevant modifiers (Table 15, p.172). Failure indicates that the plane is Out of Control (**Chapter 4; Situational Rules, *Savage Worlds*** core rulebook).

- Torpedoes.
  - Torpedo runs are subject to Anti-Aircraft fire (see below).
  - If the plane successfully makes its run in, a bombardier makes a Knowledge (Pilot) roll to determine success; a pilot uses the lower of Piloting or Knowledge (Bombardier) to drop the torpedo.
  - Failure indicates that the torpedo misses.

- Dogfights.
  - Carry out the Setup phase as described on p.173, using counters to represent each aircraft involved
  - Deal initiative cards as usual.
  - Pilots then choose from the following actions: Hold Steady, Decrease Position, Increase Position, Force, or Distract (see pp.173-174 for further details on each action).
  - Aircraft which held steady, or decreased or increased their position can attack a single target with one or all of their guns.
  - The TN of this attack is equal to 4 + the relevant range modifiers, plus or minus the enemy plane's Maneuver rating, +1 if the plane's Top Speed is 20mph or more than his target's Top Speed.
  - Linked weapons: roll all of the dice dictated by the weapon's Rate of Fire, +1 for each additional linked weapon of the same calibre.
  - Bailing out: Airmen jumping out of a plummeting plane roll the lowest of their Strength or Agility Attributes minus the aircraft's wounds (maximum penalty = -3). Success indicates that the airman has escaped, but is Fatigued; failure allows for another attempt provided there is still time in which to do so (see p.175).

- Ground Attack (during/following a dogfight)
  - Bombers need to line up on their target and reach their destination to deliver their payload. Roll 1d6+5, -1 for each success the pilot achieves on a Knowledge (Battle) roll to determine the number of rounds this takes (minimum = 1 round).
  - Subtract 4 from the pilot's Knowledge (Battle) roll if there has been no reliable recon regarding the target.
  - On the appropriate round, each bomber makes a Knowledge (Bombardier) roll; fighters use Piloting instead. Success indicates that the target has been destroyed.

- Anti-Aircraft Fire.
  - Roll to determine the level of Anti-Aircraft fire planes must face: Light—1d6; medium—2d6; Heavy—3d6.
  - On a 6, the plane is hit and suffers a wound as well as the usual critical).
  - If the encounter takes place at night, reduce the flak level by one, to a minimum of 1d6.

- Attacks versus Flying Creatures.
  - Flying creatures roll using their Agility whilst engaged in aerial combat.
  - Someone riding a flying creature, if not telepathically linked to it, must use the lowest of either his Knowledge (Mythos) or Riding skill to determine if he can attempt other tasks, such as independently attacking.

MINES

- Spotting a mine requires a successful Knowledge (Demolitions) versus Notice roll.
- Roll Knowledge (Demolitions) to set a mine. Each additional minute taken to set and disguise the mine adds +1 to the Knowledge roll of the person attempting to spot it (to a maximum of +3).
- To defuse a mine, roll Knowledge (Demolitions); if the mine was set by someone else, the roll is at a penalty of -2. Failure indicates that the mine detonates.

BUNKERS & OTHER HARD TARGETS

- The normal ***Savage Worlds*** rules for obstacles apply when attacking hard targets (core rulebook **Chapter 3: Game Rules**).
- Collapsing buildings.
  - Divide a building subjected to area effect Heavy Weapon attack into "house-sized" areas. Each area has a Toughness of 15; 20 if made of stone or reinforced concrete.
  - Determine which areas are under the blast's Template; roll damage separately for each one.
  - If the area is wounded, it collapses. If in a multi-story building, roll for the floors above and below the collapsed level to determine whether or not they collapse as well.
  - Characters under the template suffer damage as normal; those in the area but outside the blast radius take 2d6 damage, +4 for every area above or below them that collapses.

AVOIDING GROUND COMBAT

- Investigators can attempt to avoid open conflict or cross an active battlefield by successfully making Stealth or Knowledge (Battle) rolls, modified by the prevailing conditions.

  - Failure causes 2d6 damage in the form of a battlefield injury, and the investigator must roll again.
  - If the roll is Fumbled (a double 1 on both the skill and Wild Die), the investigator becomes embroiled in the surrounding firefight.

Equipment

- Weapons—*A!CIG*, pp.117-130; *A!CKG*, pp.140-158.
- Black Sun—*A!CKG*, pp.144-145, p.151.
- Nachtwölfe—*A!CKG*, pp.146-149, pp.151-153.

Magic

- Learning a spell—*A!CKG*, pp.187-188, pp.193-194.
- Casting a spell—*A!CKG*, pp.194-196.
- Spells—*A!CKG*, pp.196-215.

READING A MYTHOS TOME

- The investigator uses either the appropriate language skill to read a Mythos tome or his Smarts Attribute (if the tome is written in his native language). This language is identified in the tome's description, along with any appropriate modifiers.
  - Multiple rolls may be required to successfully understand the tome in question.
  - Each roll represents one week of study.

- Successfully reading the tome (i.e. making all of the required skill/attribute rolls) raises the investigator's Knowledge (Mythos) skill by one die type.
  - This also reduces the investigator's Sanity by 1 point.

LEARNING SPELLS

- If an investigator successfully reads a Mythos tome, he can attempt to learn the spells contained within it.
- Each spell must be learnt separately, using the same skill that the investigator used to read the book in the first place (Language or Smarts).
  - This attempt suffers an additional -1 penalty on top of the one imposed for reading the book.
  - Learning a spell takes one day; half a day on a Raise.
  - A success indicates that the investigator has learnt the spell and can cast it whenever they like, provided they meet the spell's requirements.
  - A failure indicates that the investigator did not learn the spell. Further attempts are allowed with no other repercussions.
  - A critical failure (a natural 1 on the Language/Smarts roll) indicates that the investigator has made a potentially sanity shattering discovery. He rolls on the Horror Effects Table (p.181) to determine if there are any consequences. Before he can attempt to read the book again, he must succeed at a daily Spirit roll or be too afraid to return to his study.

CASTING SPELLS

- To cast a spell, roll Knowledge (Mythos) with the appropriate penalties (described in the spell's description)
- There are three ways a caster can reduce the penalty for a spell:
  - **Increase the casting time.** Doubling the time reduces the Casting Modifier by 1; taking an additional hour on top of the casting time reduces the Casting Modifier by 2; taking an additional day reduces the Casting Modifier by 4. The Casting Modifier can turned into a bonus in this manner, but only to a maximum of +2.
  - **Increase the number of casters.** Each additional caster reduces the Casting Modifier by 1. See also ***Savage Worlds*** core rulebook, **Chapter 3: Game Rules**—Co-operative Rolls.
  - **Increasing the Cost of the spell.** The caster can transfer as many of the Casting Modifier penalties to his Cost roll as he wishes. Unlike increasing the casting time, this cannot turn the Casting Modifier into a bonus. If there are multiple casters involved in casting the spell, the penalty to the Cost roll is equally divided between them, and everyone taking part must make the Cost roll (minimum penalty = 0) or suffer the consequences.
  - (An Insane caster also reduces the Casting Modifier by 2, on top of any other reductions.)

- Some spells have a Range component and are subject to the standard Range penalties (p.195) .
- Details of the Cost for each spell is listed in its description.
  - The caster must make a Spirit roll with the listed penalties or suffer the Cost, whether the spell is successful or not.
  - Some spells automatically cost the caster 1 or more points of Sanity.

Monsters

- Monstrous abilities—*A!CKG*, p.220.
- Mythos creatures—*A!CKG*, pp.95-98, pp.220-243.
- Deities—*A!CKG*, pp.217-220.

NPCs

- Key historical figures—*A!CKG*, pp.244-247.
- Minor historical figures—*A!CIG*, p.17, p.24, p.46, p.60, p.61, p.62, p.65; *A!CKG*, p.5, p.7, p.8, p.9, p.11, p.13, p.19, p.36, p.62, p.64, p.65, p.79, p.118.
- Key Secret War figures—*A!CKG*, pp.69-71, pp.74-77, pp.86-93, pp.102-106.
- Minor Secret War figures—*A!CKG*, p.63, p.66, p.73, pp.92-95, pp.106-110.
- Combat NPCs—*A!CKG*, pp.32-48.
- Non-combat NPCs—*A!CKG*, pp.247-259.

Sanity

- Horror Effects Table—*A!CKG*, p.181.
- Sanity Attribute—*A!CIG*, p.97; *A!CKG*, p.179.
- Shell Shock table—*A!CKG*, p.183.
- Terror Effects Table—*A!CKG*, p.182.

THE SANITY STAT

- Sanity is a derived characteristic = (Spirit die/2) +2.
    - » This can be affected by certain Edges and Hindrances, e.g. Mythos Exposure, Doubting Thomas.
    - » Sanity can only be raised by raising the investigator's Spirit die type. Once lost, there is no other way to recover it.

- Raising an investigator's Knowledge (Mythos) skill by one die type permanently lowers Sanity by 1 point.
- Sanity also drops permanently by 1 when an investigator's Dementia tally equals or exceeds his current Sanity.
    - » If someone's Sanity drops to zero, they gain the Insane Monstrous Ability (p.220). If that person is an investigator, they leave play and become an NPC.

ENCOUNTERING THE MYTHOS

- A Spirit roll is required when an investigator encounters a Mythos creature.
    - » Failure leads to gaining one or more Dementia points, and may also inflict Nausea, Horror or Terror Effects. See the individual monster stats and the Tables 18 (p.181) & 19 (p.182) for further details.
    - » Some monsters inflict Dementia even in the event of a successful Spirit roll.

DEMENTIA

- Once an investigator has collected enough Dementia points to equal or exceed his Sanity, then he loses 1 point of Sanity and Dementia points reset to zero.
- The investigator also rolls on Table 18: Horror Effects (p.181) and applies the penalty described.
- There are 3 ways to lose Dementia points. However, a person's Dementia points cannot be reduced below zero
    - » Every five days the investigator is away from stressful situations and manages to get enough food, sleep and relaxation, he can make a Spirit roll. Each Success and Raise removes 1 point of Dementia.
    - » The investigator can engage in therapy with a doctor or friend, and the therapy session must last for at least four hours. At the end of the session, the therapist rolls his Knowledge (Psychology) skill; each Success or Raise removes one point of Dementia from the patient. If the therapist rolls a 1, then the patient gains a point of Dementia instead.
    - » At the end of a successful mission or scenario, the investigator may be rewarded with a free chance to reduce Dementia. Roll Spirit; each Success or Raise removes one point of Dementia.

DEGREES OF FEAR

- Nausea.
    - » If the investigator encounters a creature with the nausea special ability, he must succeed at a Spirit roll or suffer a level of Fatigue (-1 to all actions for the rest of that encounter). The Spirit roll may be subject to other penalties and modifiers, depending on the circumstances.
    - » If the investigator rolls a natural 1 (irrespective of the Wild Die), he must roll on the Horror Effects Table instead (p.181). Any penalties that were applied to the Spirit roll become bonuses on the Horror Effects roll.

- Horror.
    - » If the investigator encounters something horrific, he must succeed at a Spirit roll or face the consequences. The Spirit roll may be subject to other penalties and modifiers, depending on the circumstances.
    - » Failure indicates that the investigator must roll on the Horror Effects Table (p.181). Any penalties that were applied to the Spirit roll become bonuses on the Horror Effects roll.
    - » If the investigator rolls a natural 1 (irrespective of the Wild Die), he gains a point of Dementia, regardless of the result.

- Terror.
    - » If the investigator encounters something truly terrifying, he must succeed at a Spirit roll or face the consequences. The Spirit roll may be subject to other penalties and modifiers, depending on the circumstances.
    - » Failure indicates that the investigator must roll on the Terror Effects Table (p.182). Any penalties that were applied to the Spirit roll become bonuses on the Terror Effects roll.
    - » If the investigator rolls a natural 1 (irrespective of the Wild Die), he gains 1d3 points of Dementia, regardless of the result.

RECOVERY FROM AFFLICTIONS

- To recover from indefinite mental and physical disorders caused by Horror and Terror, the investigator must regularly meet with a trained Psychologist.
    - » Each meeting must last for at least an hour and cannot be interrupted. A maximum of two meetings can take place per week.
    - » The number of sessions required before a healing attempt can be made = 15 – the patient's Spirit die.
    - » In the final session, the therapist rolls his Knowledge (Psychology) skill, with the following modifiers: -2 if treating a minor Hindrance; -4 if treating a major Hindrance.
    - » Success indicates that the affliction has been cured. Failure means that the process must begin again from scratch.

CHAPTER 14

Suggested Resources

> "No man's opinion on any subject is worth a damn unless backed up with enough genuine information to make him really know what he's talking about."
> - H.P. Lovecraft

There is a vast body of literature and cinema for anybody wishing to research further into the real, and not so real, events of World War Two. Below is a selection of those recommended by our authors, which will hopefully serve to inspire your adventures in the Secret War. All web pages listed are correct at the time of going to press.

MOVIES & TELEVISION

49th Parallel (1941).
The surviving crew of a German U-boat attempt to make their way across Canada and the safety of the United States.

The Maltese Falcon (1941).
A classic film noir mystery in which detective Sam Spade attempts to track down the whereabouts of the legendary treasure of the Knights Templar of Malta.

Sherlock Holmes and the Voice of Terror (1942).
Conan Doyle's eponymous hero battles German saboteurs in Britain.

In Which We Serve (1942).
Patriotic British war film telling the story of HMS *Torrin*, written by and starring Noel Coward.

Went the Day Well? (1942).
Based on a short story by Graham Greene, all is not what it seems when a troop of British soldiers arrives in a sleepy English village to carry out a training exercise.

Sherlock Holmes and the Secret Weapon (1943).
Holmes races against time to prevent a crucial technical innovation from falling into Nazi hands.

The Life and Death of Colonel Blimp (1943).
An old military man struggles to come to terms with the changes in warfare over his lifetime.

The Way Ahead (1944).
The trials and tribulations of a disparate bunch of recruits as they train for the British Army. This film actually started life as a short training film with many of the same actors.

A Matter of Life and Death (1946).
A surreal fantasy concerning a downed RAF pilot whose life hangs in the balance due to a heavenly mistake.

The Cruel Sea (1953).
An adaptation of Nicholas Monsarrat's novel of life on board a Royal Navy convoy escort during the Battle of the Atlantic.

The Colditz Story (1955).
Allied prisoners attempt to escape from the supposedly inescapable German castle.

The Dam Busters (1955).
The story of Barnes-Wallace and Guy Gibson's daring raids on the dams of the Ruhr Valley.

Carve Her Name With Pride (1958).
A biopic of SOE agent Violette Szabo.

The Longest Day (1962).
The events of the D-Day landings, told from both the German and Allied perspectives.

The Great Escape (1963).
A confirmed British Bank Holiday television favourite, telling a fictionalised version of the mass escape of Allied officers from *Stalag Luft* III.

Von Ryan's Express (1965).
Allied prisoners attempt to escape from Italy under the command of an American officer.

Where Eagles Dare (1968).
A crack commando team is sent into Germany to rescue a high ranking officer, but all is not what it seems.

The World at War (1973).
Highly acclaimed television series, containing interviews with many of those who were involved in the war effort in Britain, Germany and America, narrated by Sir Laurence Olivier.

A Bridge Too Far (1977).
The story of the Allies' ill-fated attempts to capture Dutch bridges during Operation Market Garden.

Soldaat van Oranje (Soldier of Orange) (1977).
The story of life in Holland during the Nazi Occupation as seen through the eyes of a group of students.

The Big Red One (1980).
A unit of the US First Infantry Division battle their way across Europe in the closing stages of the war.

Raiders of the Lost Ark (1981).
An archaeologist attempts to prevent German forces gaining control of a powerful religious artefact.

The Keep (1983).
German soldiers trapped in an ancient castle get more than they bargained for when they begin to explore their new home.

Das Boot (various).
Life on board a German U-boat. Look for the 1997 Director's Cut, or the television mini-series versions from circa 1984.

Indiana Jones and the Last Crusade (1989).
An archaeologist teams up with his bookish father to discover the secrets of another important holy relic.

Cast A Deadly Spell (1991).
Set slightly after World War Two, a private detective investigates a missing magical tome.

Secrets of World War Two (1998).
Television series looking at the tricks, secrets, and personalities of the war, narrated by Robert Powell.

The Bunker (2001).
German soldiers locked in an underground bunker begin to explore a forgotten tunnel system.

Below (2002).
Psychological horror set aboard an American World War Two submarine.

Zwartboek (Black Book) (2006).
The Dutch Resistance recruits a Jewish singer to infiltrate the Gestapo.

Valkyrie (2008).
A dramatised version of the events leading up to the last attempt to assassinate Hitler in July, 1944.

Inglourious Basterds (2009).
A unit of Jewish American soldiers fights its own crusade against Nazi atrocities while a young cinema owner plots revenge for the death of her family.

Iron Sky (2012).
Dedicated Nazis flee to the moon when the fall of the Third Reich is imminent.

BOOKS

Bailey, Roderick.
Secret Agent's Handbook: the Top Secret Manual of Wartime Weapons, Gadgets, Disguises and Devices.

Beevor, Antony.
Berlin: the Downfall 1945.

Beevor, Antony.
D-Day: D-Day and the Battle for Normandy.

Beevor, Antony.
Paris After the Liberation: 1944-49.

Brayley, Martin.
The British Home Front 1939-45 (Osprey Elite Series).

Brown, Mike.
The 1940s Look.

Davis, Brian L.
The German Home Front 1939-45 (Osprey Elite Series).

Frank, Anne.
The Diary of Anne Frank.

Godwin, Joscelyn.
Arktos: the Polar Myth in Science, Symbolism and Nazi Survival.

Goodrick-Clarke, Nicholas.
Black Sun: Aryan Cults, Esoteric Nazism and the Politics of Identity.

Goodrick-Clarke, Nicholas.
The Occult Roots of Nazism: Secret Aryan Cults and Their Influence on Nazi Ideology.

Hakl, Hans Thomas and Goodrick-Clarke, Nicholas.
Unknown Sources: National Socialism and the Occult.

Harms, Dan.
Cthulhu Mythos Encyclopedia.

Hastings, Max.
All Hell Let Loose: the World at War 1939-1945.

Hite, Kenneth.
The Nazi Occult (Dark Osprey Series).

Infield, Glen B.
Skorzeny: Hitler's Commando.

Longden, Sean.
T-Force: the Race for Nazi War Secrets, 1945.

MacIntyre, Ben.
Agent Zig Zag.

MacIntyre, Ben.
Double Cross: the True Story of the D-Day Spies.

MacIntyre, Ben.
Operation Mincemeat.

MacKenzie, William.
Secret History of SOE: Special Operations Executive 1940-1945.

Masterton, Graham.
The Devils of D-Day.

Nicholson, Virginia.
Millions Like Us.

Parsons, Zack.
My Tank Is Fight: Deranged Inventions of WWII.

de Quesada, Alejandro.
The US Home Front 1939-45 (Osprey Elite Series).

Rankin, Nicholas.
Churchill's Wizards: the British Genius for Deception 1914-1945.

Salmaggi, Cesare.
2194 Days of War.

Walmsley, Graham.
Stealing Cthulhu.

WEB PAGES

Tony Sales' code breaking resource and information site.
http://www.codesandciphers.org.uk/

Details on the V2 rocket programme.
http://www.dora.uah.edu/history.html

The British National Archives website.
http://www.nationalarchives.gov.uk/

A general information site regarding World War Two.
http://www.worldwar-2.net/index.htm

The World War Two Database.
http://ww2db.com/index.php

The Fortean Times homepage.
http://www.forteantimes.com/

The 1940s Society homepage.
http://www.1940.co.uk/index.html

The Churchill Centre homepage.
http://www.winstonchurchill.org/

ROLEPLAYING GAMES

Aniolowski, Scott David (Chaosium, Inc.).
Malleus Monstrorum: Creatures, Gods & Forbidden Knowledge.

Barton, William A., et al. (Chaosium, Inc.).
Cthulhu by Gaslight: Horror Roleplaying in 1890s England (Third Edition).

Hensley, Shane Lacey (Pinnacle Entertainment Group).
Savage Worlds Deluxe.

Herber, Keith, Dietze, William, et al. (Chaosium, Inc.).
The Keeper's Companion (Volume 1).

Montessa, Mike, Hensley, Shane Lacey et al. (Pinnacle Entertainment Group).
Weird Wars: Weird War II.

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.).
Call of Cthulhu, Sixth Edition.

MUSEUMS & MEMORIALS

Across the globe there are many places dedicated to the memory of those who served and those who died as a result of World War Two. Below is a small selection of museums and memorials covering the Western Front and the war in general. Contact details and visiting arrangements can be found on the accompanying web pages which, where available. All pages are correct at the time of going to press.

Australia & New Zealand

Auckland War Memorial Museum, Auckland, New Zealand.
http://www.aucklandmuseum.com/

Australian War Memorial, Canberra, Australia.
http://www.awm.gov.au/

National Army Museum, Waiouru, New Zealand.
http://www.armymuseum.co.nz/

Shrine of Remembrance, Melbourne, Australia.
http://www.shrine.org.au/Home

Belgium

Fort Eben-Emael, Eben-Emael.
http://www.fort-eben-emael.be/en/

Mémorial du Mardasson, Bastogne. http://www.bastogne.be/loisirs/patrimoine/monuments/memorial-du-mardasson

Raversyde Atlantikwall, nr Oostende.
http://www.west-vlaanderen.be/kwaliteit/Leefomgeving/raversijde/raversydeEN/Pages/atlantikwall.aspx

Royal Museum of the Armed Forces and of Military History, Brussels.
http://www.klm-mra.be/klm-new/engels/main01.php?id=menu_links/startpagina

Canada

Camp X Memorial, Whitby, Ontario.
http://ontariowarmemorials.blogspot.co.uk/2012/08/whitby-camp-x.html

Canadian War Museum, Ottawa, Ontario.
http://www.warmuseum.ca/home/

France

Camps des Milles, nr Aix-en-Provence.
http://www.campdesmilles.org/

Fort Mont-Valérien, Suresnes, Paris.
http://www.mont-valerien.fr/

Fortress Schoenenbourg, Hunspach.
http://www.lignemaginot.com/accueil/indexen.htm

The Memorial Centre, Oradour sur Glane.
http://www.oradour.org/

Petit Ouvrage la Ferté, nr Montmédy.
http://www.ouvragelaferte.fr/

Pointe du Hoc Ranger Memorial, Normandy.
http://www.abmc.gov/memorials/memorials/ph.php

SOE Section F Memorial, Valençay.

Germany

Colditz Castle, nr Leipzig.
http://www.schloss-colditz.com/

Foundation Memorial to the Murdered Jews of Europe, Berlin.
http://www.stiftung-denkmal.de/en/home.html

German Resistance Memorial Centre, Berlin.
http://www.gdw-berlin.de/en/home/

Haus der Wannsee-Konferenz, Berlin.
http://www.ghwk.de/

KZ Gedenkstätte Dachau.
http://www.kz-gedenkstaette-dachau.de/index-e.html

Kreismuseum Wewelsburg.
http://www.wewelsburg.de/en/index.php

Ohlsdorf Cemetery, Hamburg.
http://www.friedhof-hamburg.de/ohlsdorf/

Peenemünde Historical Technical Museum.
http://www.peenemuende.de/index.php?id=40&L=1

The Netherlands

Airborne Museum Hartenstein, Oosterbeek, Arnhem.
http://www.airbornemuseum.nl/language/en

Anne Frank Huis, Amsterdam.
http://www.annefrank.org/

Joods Historisch Museum, Amsterdam.
http://www.jhm.nl/english.aspx

Kamp Westerbork, nr Assen.
http://www.kampwesterbork.nl/en/home/

Nationaal Bevrijdingsmuseum, Zeeland.
http://www.bevrijdingsmuseum.nl/basis.aspx?tid=746

Oorlogsmuseum Overloon, nr Nijmegen.
http://www.oorlogsmuseum.nl/en/

United Kingdom

Battle of Britain Museum. Part of the RAF Museum in London.
http://www.rafmuseum.org.uk/

Battle of Britain Memorial, nr Folkestone, Kent.
http://www.battleofbritainmemorial.org/the-memorial/

Bovington Tank Museum, Dorset.
http://www.tankmuseum.org/

Commando Memorial, Speen Bridge, Scotland.

Imperial War Museums.
http://www.iwm.org.uk/

Memorial Gates, Constitution Hill, London.
http://www.mgtrust.org/

The National Codes Centre, Bletchley Park, Milton Keynes.
http://www.bletchleypark.org.uk/

The National Memorial Arboretum, Alrewas, Staffordshire.
http://www.thenma.org.uk/

The National Monument to the Women of World War Two, London.

Secret Wartime Tunnels, Dover Castle, Kent.
http://www.english-heritage.org.uk/daysout/properties/dover-castle/

The Channel Islands

Jersey War Tunnels.
http://www.jerseywartunnels.com/

Underground Command Bunker, Noirmont.
http://www.ciosjersey.org.uk/OTP1.htm

United States

American Merchant Mariners Memorial, Battery Park, New York.
http://www.nycgovparks.org/parks/batterypark/highlights/9745

Eldred World War II Museum, Eldred, Pennsylvania.
http://www.eldredwwiimuseum.org/index.html

First Special Service Force Memorial, Memorial Park, Helena, Montana.

General George Patton Museum, Fort Knox, Kentucky.
http://www.generalpatton.org/index.asp

Museum of World War Two, Natick, Massachusetts.
http://www.museumofworldwarii.com/

National D-Day Memorial, Bedford, Virginia.
http://www.dday.org/

National World War II Museum, New Orleans.
http://www.ddaymuseum.org/

National World War Two Memorial, Washington DC.
http://www.wwiimemorial.com/

Rosie the Riveter World War II Homefront National Historical Park, Richmond, California.
http://www.rosietheriveter.org/index.htm

"At the going down of the sun and in the morning, we will remember them."
- For the Fallen, Laurence Binyon

KICKSTARTER BACKERS' THANKS

Wall of Patrons

"I would maintain that thanks are the highest form of thought."
- G.K.Chesterton

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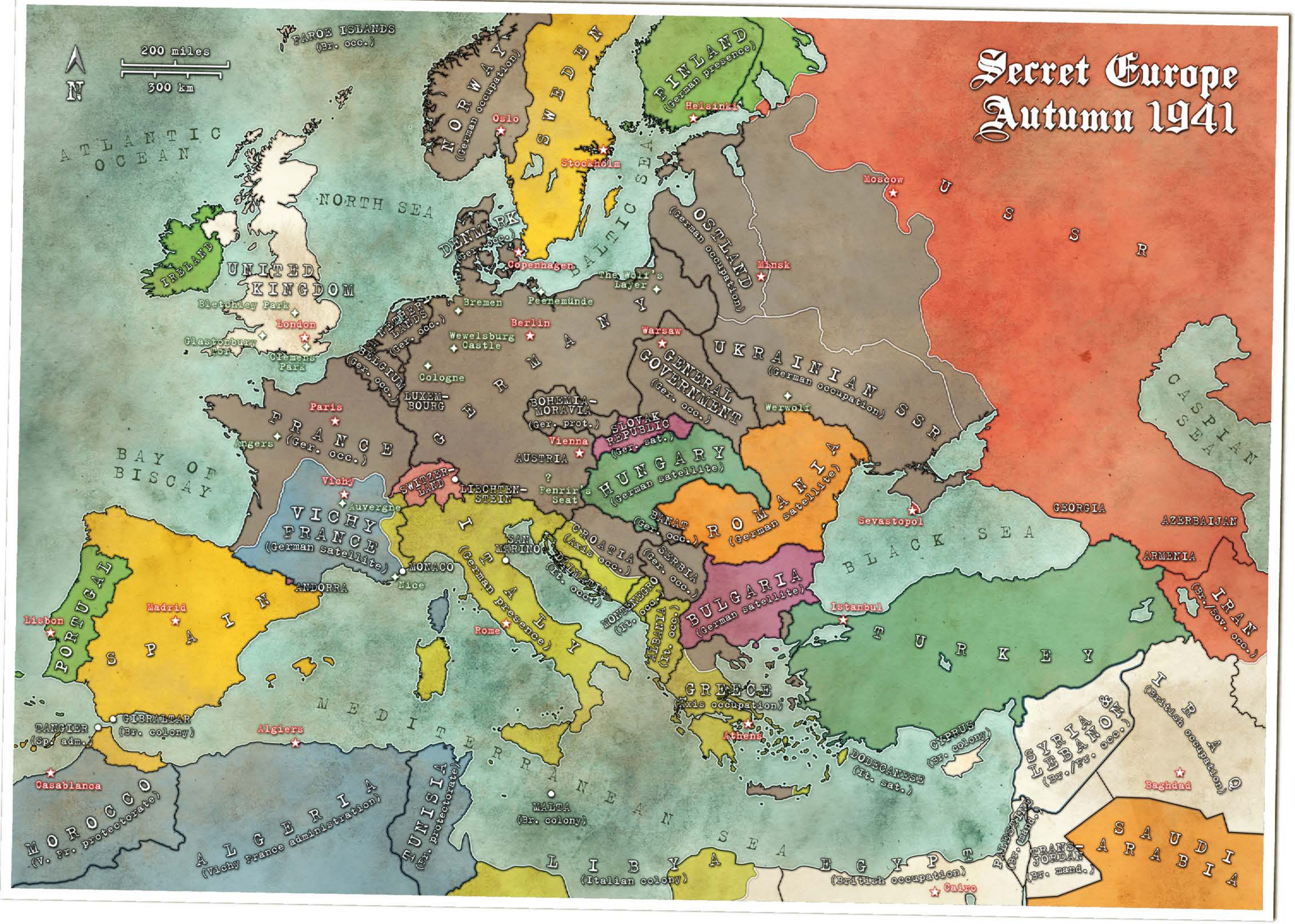
to my father, who taught me how to make things look awesome and who bought me the "wrong game" all those years ago

- michal e. cross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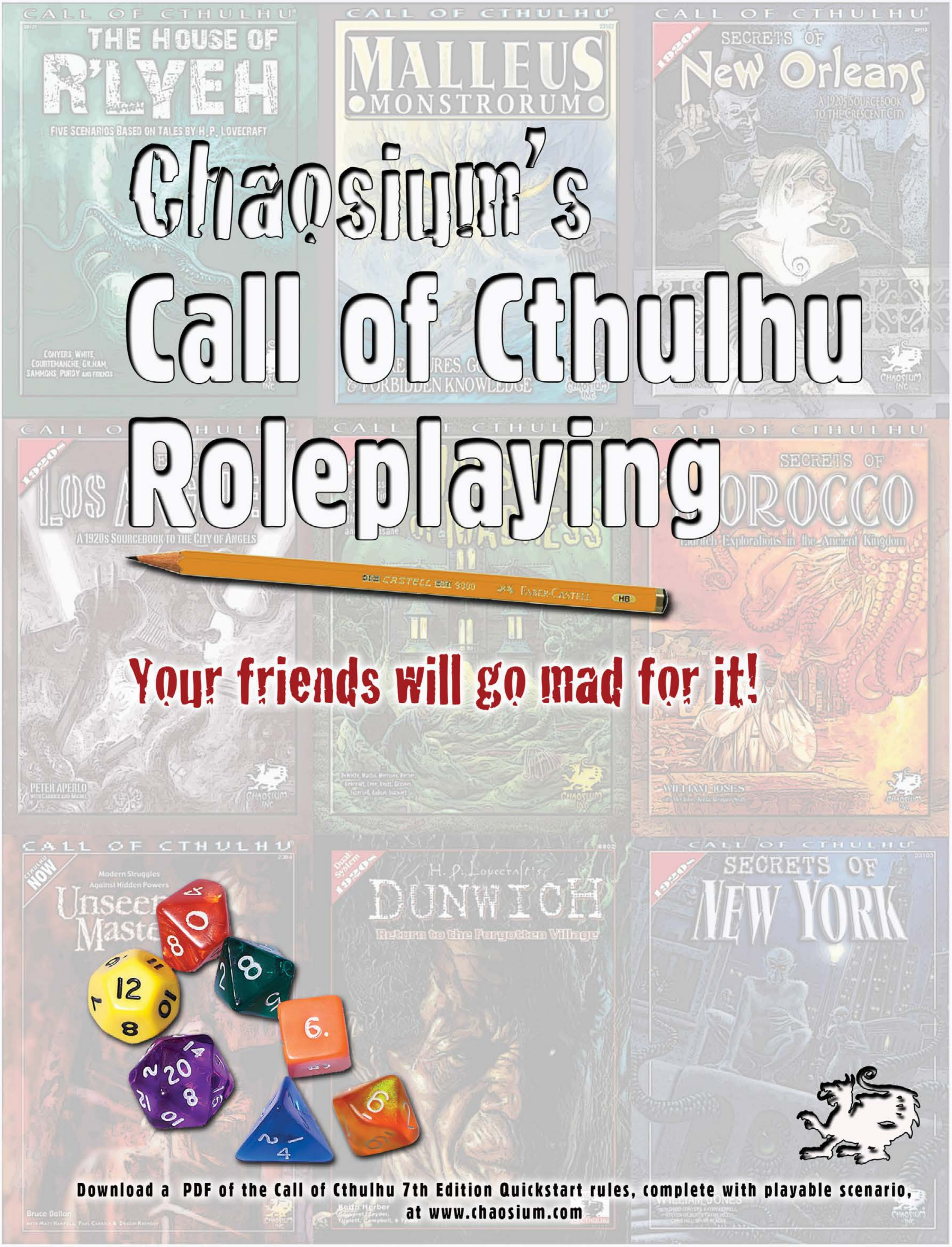

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– Peggy